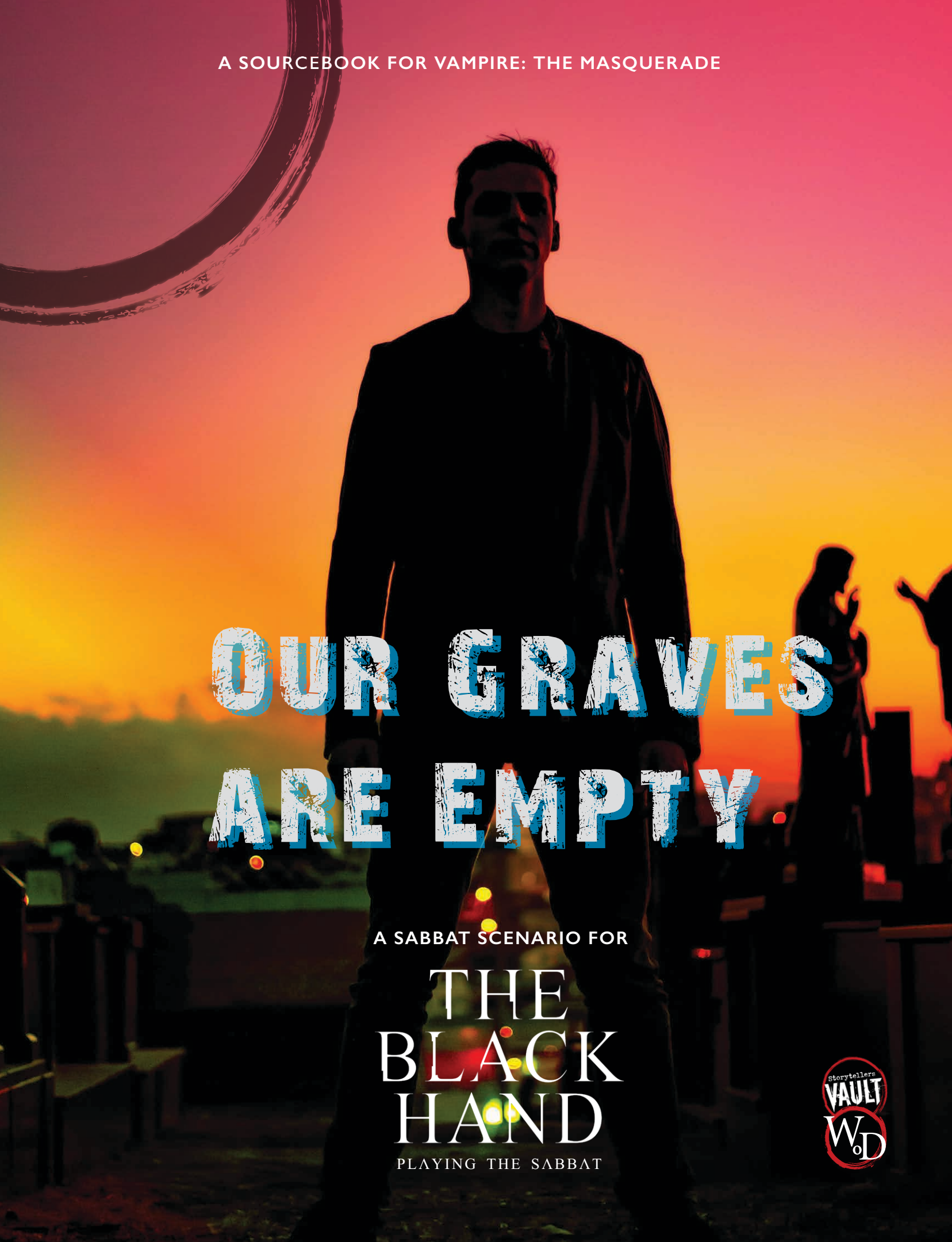
A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE
OUR GRAVES ARE EMPTY
A SABBAT SCENARIO FOR
THE BLACK HAND
PLAYING THE SABBAT
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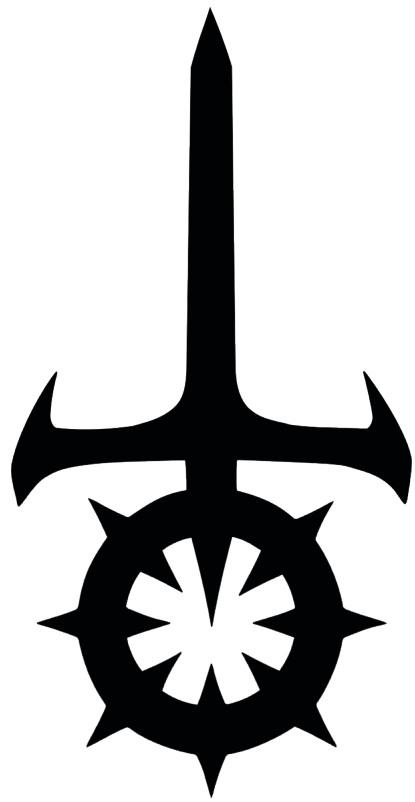
A SABBAT SCENARIO FOR

THE BLACK HAND

PLAYING THE SABBAT



To bridge an abyss, a sword is required.
But nothing is gained without leaving something behind.
If the prize is everything...
How much of yourself would you cut away?

VAMPIRE

THE MASQUERADE

Our Graves are Empty

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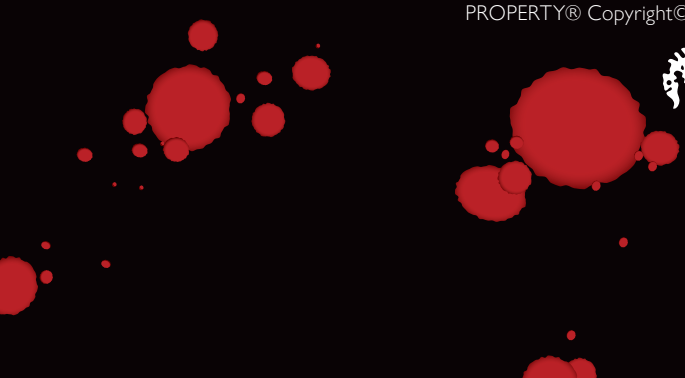

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Our Graves are Empty

This is not an exit.

— BRET EASTON ELLIS, AMERICAN PSYCHO

Our Graves are Empty is a V5 Scenario that starts with the player characters bursting forth from their graves and being indoctrinated into a Sabbat Pack. Abducted as mortals , taken far from home, ritually embraced, and buried as they become undead monsters. These fresh Sabbat vampires are thrust into the middle of an ancient war and treachery threatens to destroy them almost as soon as they emerge from their graves. Only faith in their Pack and bonds of blood will see them through to another night.

This scenario is written for 4—5 fledgling characters (starting with 0 XP each). The Storyteller should adjust the opponents as needed for your group. This is a V5 Sabbat Scenario that examines the mass embrace of mortals in the modern Sabbat and uses systems and rules presented in The Black Hand: Playing the Sabbat (TBH:PtS). Optional premade Sabbat characters and a blank Pack Map are provided at the back of this Scenario starting on pg. 46. Our Graves are Empty can take place in any city or urban area that makes sense for your Chronicle, the only assumption is that if the PCs are starting as freshly embraced Sabbat shovel heads, that they're no longer near their place of origin, can't recall where they came from specifically, or have set aside concern for their mortal life temporary to deal with the trauma of their recent embrace and burial induction into the Sabbat.

Content Warning: Forced vampirism (PCs embraced against their will), Alienation (isolation and indoctrination of PCs), Insects (bugs and worms), claustrophobia (PCs being buried alive), scarification (mentioned only), torture (described, between NPCs), ritual self-harm (PCs), burning (NPCs, PCs), death (described, between NPCs, embrace of PCs), Suicide (PCs with Death Wish feeding flaw). Please take time to discuss these topics with your group, and adjust the scenario as appropriate using the Safe Play Worksheets (see pg. 61).

What's Going On

The Sabbat Bishop Suha has been supporting the Gehenna War with her allied Packs for nearly a decade and her so-called Nightmare Covens keep new recruits and information flowing to the front lines. The Sabbat's war may be fought in the hidden corners of the Earth, but the Nightmare Covens need money, blood, and mortals to keep operating. Unfortunately Bishop Suha has suffered repeated setbacks at the hands of the Camarilla and her last stronghold is in danger of falling as the Ivory Tower has been emboldened by their alliance with the Ashirra vampires. In hopes of strengthening the Nightmare Covens' hold over this important supply chain to the Gehenna War, several Sabbat Packs have agreed to raid the Camarilla court responsible for their troubles. After a few nights of partying and mayhem, the Sabbat Packs embraced dozens of kidnapped mortals and left them in ritually prepared graves. Each Pack prepared their own Creation Rites, but once the shovel heads emerge the following night they will be let loose enmasse as a distraction while the veteran Sabbat assassinate the city's Seneschal and her war planning Coterie.

This plan falls apart when only a handful of shovel heads emerge from their graves the following night (the PCs) and none of the other Sabbat Packs make it to the rendezvous. Only the PC's Pack, the Razor Thorns, have seemingly survived the day and Bishop Suha's Covens are nowhere to be found. Whether because of bad luck or treachery, the Pack must attempt to complete their mission alone. This means trusting the shovel heads as part of the assassination squad instead of as just a distraction and trying to convince suspicious Anarchs to help them in their efforts. While discovering what happened to the other Packs and the other shovel heads isn't a primary goal, a cunning Pack could gain an advantage against their enemies if they spend some time digging for the truth.

Unfortunately, a traitor was among the Sabbat and revealed their plans to the Ivory Tower in hopes of joining their ranks. The Lasombra Noddist Eveline Lazarus was either converted by the heretical Church of Caine or swayed by the Camarilla's offer of amnesty. The mortal pawns of the Camarilla wiped out the other Packs and their buried recruits during the day. Thinking all of the Sabbat who knew her destroyed, Eveline now plots with the city's Seneschal in hopes of rooting out the Nightmare Covens and cementing her place of honor within the Ivory Tower. This also means the Camarilla is feeling triumphant and no longer believes there is a significant Sabbat threat within the city.

The Nightmare Covens on the other hand have gone into hiding. Bishop Suha is a paranoid and cunning leader. She suspects a traitor upended their plans and will not reveal herself or attempt to help the surviving Sabbat until she's certain who the traitor is among them. This is partly to protect her own, but also to ensure she remains in power. Suha knows this failure could cost her title and unlife. Her pawns will watch the PCs from a distance and bring them in when she believes they can help her cement her position. Either as scapegoats, heroic allies, or as witnesses that can identify the traitor and prove the failure was not hers.

If the Pack fails to assassinate the Seneschal or the "traitor" Eveline Lazarus, they can still make a powerful ally in Bishop Suha if they're able to convince the Nightmare Covens that Suha was not to blame for the mission's failure. In exchange she can bind them into a new Pack of their own and help set them up as either one of her Covens or as a Nomadic Pack. Alternatively, shifting the blame onto Bishop Suha will likely mean the Pack's destruction, as even if she's cast down as Bishop, Suha still leads her own Pack and she'll want revenge for being falsely accused for another's treason. This could even lead to a Monomacy challenge if a particularly vociferous PC challenges the Bishop openly.

LOST SHADOWS

Although the exact numbers are unknown, a few Lasombra abandoned the Sabbat for the Anarchs and the Camarilla. Some even sought positions of power within the Ivory Tower by betraying their Packs and comrades as a perverse show of loyalty to their new masters. In Our Graves are Empty, the Lasombra Antitribu Eveline Lazarus has betrayed her Pack and helped the Camarilla to thwart the Sabbat's plans. Her exact motivations are left up to the story's needs, but most likely she was promised either a place in the Seneschal's powerful Mirth Street Coterie or she's a double agent infiltrating the Camarilla for the Seraphim Nawal bint Hawa (see TBH:PtS pg. 124). As a follower of the Path of Caine, Eveline approached the heretical Church of Caine and struck a deal to switch sides with the promise of exchanging secret Noddist lore and Gehenna prophecies. When the PC's show up to confront her in Act 3, the Camarilla may turn on her thinking she betrayed them. How Eveline reacts should depend on if the PCs try to lure her back to the Sabbat.

The Creation Rites

The Sabbat Creation Rites prepare a newly Embraced vampire for an unlife of violence and depravity within the Sword of Caine. Unless your PCs are playing more experienced Cainites they'll complete the character creation process during Act I as they claw their way out of their graves, feed for the first time, and choose their initial Path. This culminates in their first Vaulderie where their loyalty to the Pack is cemented. This allows the players to make choices about how their character is shaped from the initial premade shovel head templates through roleplay. If the players prefer or they are uncomfortable role-playing these Scenes, they can instead roll randomly or choose from the appropriate tables in Grave Choices (see pg. 38). Regardless of the method, do not let players overthink or overly optimize their characters choices. While they shouldn't think of their characters as disposable, they also shouldn't agonize over how to best mix and match the options available. After the Scenario concludes the Storyteller should give the surviving PCs the option to change their Predator Type and/or Path of Enlightenment if they wish during downtime.

WHAT ABOUT MY MORTAL LIFE?

The player characters in Our Graves are Empty are by default shovel heads who have been abducted, ritually turned into vampires, and buried alive. Not only have they been taken to a city far away from their homes and loved ones, they've been purposefully traumatized to help strip them of their mortal identity. This requires some buy-in from the players as well, as the story asks them to quickly abandon their mortal lives without belaboring the trauma and ritual of the Creation Rites that makes this possible. While the first Act does its best to highlight this process while not delving into 'trauma porn', always be aware of your players and the storyteller's Lines and Veils (see Safe Play in TBH:PtS pg. 110 and in this Scenario pg. 61). Players may not be fully convinced that the situations portrayed in this Scenario would be enough to divorce them from their mortal attachments, and that is a fair criticism. To that we would say that the power of the Vaulderie and Creation Rites, coupled with the trauma of the Embrace and needs of the Beast should be emphasized. Their Sabbat Pack is the only thing standing between the player characters and their painful destruction at the hands of the Camarilla. When the immediate crisis has passed, the realization of what they have lost could become a very interesting avenue of exploration for a Sabbat PC.

Setting up the Pack

The players' Pack is a mixture of fresh shovel heads and True Sabbat NPCs. The shovelheads were buried in the Creation Rites after midnight the night before and are bursting from their graves at sunset. The player characters (PCs) are the only vampires to emerge from their graves as the others who were Embraced seemingly did not survive the Ritae. The PC shovelheads are welcomed into the Sabbat by their new Pack, the three veteran Sabbat that make up the core members of the Razor Thorns (see Razor Thorns Reborn pg. 43). Their Pack Priest is the paranoid Nosferatu Antitribu Pus Finger and his caution in keeping the PCs' graves a secret is likely the reason they survived whatever happened to the other shovelheads. As this is an introductory Scenario, it's ok if the PCs are a bit in the dark. As shovelheads they were likely kidnapped and embraced into vampirism with no explanations or context by their captors.

Styles of Play

This Scenario assumes the PCs are freshly embraced Sabbat known as shovel heads (see The Shovelheads pg. 44), but it can be easily adapted to accommodate more experienced Packs. It also includes completed pre-made characeters if your table wishes to skip the trials or randomness of the first Act (see pg. 47). If you're using this Scenario with an existing Sabbat Pack, here are some ways to adapt for your style of play (see TBH: PtS pg. 5).

The Nomads: The Pack was supposed to join the others and participate in the mass embrace but they were delayed by a lupine attack or the request of a Seraphim. When they arrive only the Razor Thorns and their few shovel heads are at the graveyard to meet them. Pus Finger likely thinks they're traitors and in on the plot that destroyed the other Packs and their shovel heads. The PCs will have to prove themselves loyal or he'll likely use his influence in the Sabbat to smear their reputations or even challenge their Priest to a Monomacy. The Razor Thorns might join the assault on the Seneschal's coterie if the PCs discover how they were betrayed. In Act 3, the Razor Thorns might even sacrifice themselves if necessary to save the PCs if they killed the Camarilla Senechal.
Suggested Pack Type: Press Gang

The Coven: The PCs' Pack is located in a nearby city and have friends or brood mates in the Nightmare Covens. This works especially well if some of the PCs are Ravnos Antitribu, Noddists, or Cathari. They are asked for their help after the mass embraces fail. When they arrive they are unable to contact the Nightmare Covens and stumble upon the remnants of the Razor Thorns and their few surviving shovel heads. Pus Finger refuses to help their investigation unless they swear an oath to help them complete the mission of killing the Senechal afterwards. In Act 2 the Nightmare Covens might contact the PCs and ask them to bring them the results of their investigation instead of attacking the Camarilla, this would mean breaking their oath to Pus Finger and possibly earning them a Status flaw.
Suggested Pack Type: Ritualists

***T*he Removers:** A Seraphim such as Nawal bint Hawa has asked the PCs' Pack to eliminate a threat to her plans, the Camarilla Tremere Declan White. A failed attempt to use mass embraced shovel heads to wipe out his Coterie has jeopardized her carefully laid plans. The Seraphim also tells them that they are under no circumstances to kill or incapacitate the Lasombra known as Laz. When they arrive they meet the Razor Thorns, who are eager to join them in attacking the Seneschal's Coterie and will not take no for an answer. During Act 3 the PCs' will have to get creative to keep them from harming Laz, especially if they believe she was the traitor responsible for sabotaging the mass embraces.
Suggested Pack Type: Removers

Scenario Tenets

Our Graves our Empty has its own scenario tenets. We'll go over them and explain how they work. If you want to drop a tenet though, go right ahead—it's your game. Discuss all tenets with your players and make sure they're on board.

Among the Dead

Leave the past behind. The Sabbat has few uses for mortals and True Sabbat must shed their mortal life quickly to survive and prosper in the Sect. Clinging to old names and habits will only lead to pain and disaster.

Freedom requires sacrifice. The Embrace is both death and rebirth. A chance at a life without the chains of mortal society and the hidden manipulation of the ancient Antediluvians. This is the true meaning of "unlife". A life devoid of strings. As a Sabbat you only accept the obligations placed upon you by the sacred Vaulderie. The blood bond that shatters all others and guarantees your freedom and dedication to the Sword of Caine.

Never deny the truth. The highest duty of freedom is truth. Lies and deceit not only hide the truth, they destroy freedom of choice. Only by uncovering the truth about the Antediluvians and shattering their lies will Cainites ever be free. Lies and deceit are powerful weapons that must only be used in dire circumstances.

Sascha's Who's Who

While newly created shovel heads will have no prior knowledge of the characters in this Scenario, a more experienced Packmate or NPC might have more information on them. If they do, the musings of Sasha Vykos can provide a guide to what they might tell the PCs if they inquire about any of the other characters in this Scenario. A more experienced Pack of Sabbat PCs can make Intelligence + Politics rolls (Difficulty 3) to know the below information, although the Difficulty is +1 to know anything concerning the Camarilla vampires. A critical success on this roll also allows them to know 1 or 2 of their notable powers (see Antagonists pg. 34).

Pus Finger: A former Camarilla Archon turned to the Sword of Caine after a messy affair with a Toreador elder. They were a dedicated Noddist before joining our ranks, but now they've become a true zealot. This Nosferatu Antitribu fought on the front lines of the Gehenna War, but I suspect they may be more interested in punishing the Camarilla than uncovering the ancients.
Notable Powers: Vanish

Skinner: It should come as no surprise how protective Skinner is of their students and new recruits. Cathari often cling to mortal facades, but we Tzimisce are also a deeply sentimental bloodline and it can be hard to let go of what's ours.
Notable Powers: Flense

Black Jack: A brute of few words. This Reaper's loyalty to the Sword is unquestioned. I would take a thousand Gangrel Antitribu such as him.
Notable Powers: Shapechange

Bishop Suha: A dedicated Cathari and Ravnos Antitribu. Suha was embraced among the Ashirra and joined our ranks after the Sect allied itself with the Camarilla. While I don't entirely trust her, she's proven loyal to the cause so far. I will say her connections among the other Ravnos have proven useful in moving our forces undetected.
Notable Powers: From Under the Bed

Eveline "Laz" Lazarus: A Devourer who came from a notable line of Lasombra within the Black Hand. She would have made a formidable Remover, but the needs of the Gehenna War are many and her blood does not carry the weight it once did. But we all know Lasombra, I'm sure she'll find a way to make herself useful in another's shadow.
Notable Powers: Arms of the Abyss

Maudlin: A Reaper with an inquisitive mind and a loyal Tremere Antitribu of House Goratrix. They are a rare breed. As their name suggests Maudlin is a sad fellow, but an expert ritualist. I understand they are often asked to oversee complex Ritae and have made several clever innovations to the Creation Rites. While I could never see one of their kind ever serving as a Pack Priest, I find results often speak louder than blood.
Notable Powers: Telepathy

Fuad "Butcher" Boumed: A siege breaker who earned great honor in the Gehenna War. I was surprised to see them leave the frontline, but Devils are often driven by strange passions. The pull of unfinished business or mortal desires can sometimes cloud their better judgment.
Notable Powers: Juggernaut

Seneschal Margaret "Mags" Ross (Camarilla): The face of the Mirth Street Coterie. I understand her Sire was an Ashirra vampire that fought for the Camarilla in Mexico City after things turned ugly for their little occupation of our old seat of power. Maggie is what you'd expect from a Banu Haqim who grew up in the tasteless halls of the Ivory Tower. Her smile barely conceals the poisoned daggers behind her back.
Notable Powers: Cauldron of Blood

Declan White (Camarilla): The suspected head of the local Tremere Chantry and the power behind the Mirth Street Coterie. While White has no formal title, we've traced a few deadly tricks back to him. We believe he studied with the so-called "Hanged Man Coven" in Philadelphia and is a powerful practitioner of dream magic.
Notable Powers: Terminal Decree

Prince Makim (Camarilla): A Gangrel with strange tastes and a peculiar loyalty to the Camarilla. Makim is a cruel enforcer of the Masquerade and seems to take great pleasure in antagonizing any Anarchs within their Domain. Makim caused quite a scandal in the Ivory Tower recently when they had a pair of Caitiffs publicly executed in Elysium. Their days as Prince may be numbered.
Notable Powers: Mist Form

Act One:

REBIRTH

It is our suffering that brings us together.

— URSULA K. LE GUIN, THE DISPOSSESSED

The players are fresh shovelheads. Sabbat that were buried in the Creation Rites after midnight the night before and are bursting from their graves at sunset. They are the only vampires to emerge from their graves as the others died in the rite or were destroyed during the day. The remnants of the Pack that created the PC shovelheads are waiting for them with mortal and Thin-Blood prisoners for them to feed on. This Act concludes with the Vaulderie and their indoctrination into the Sabbat.

Scene 1: Back from Death

Digging out of their graves the PCs are asked questions by the Storyteller about their mortal lives, how they were abducted by the Sabbat, the Beast that drives them to unearth themselves, and what they will sacrifice to break free. Player's making starting characters will pick an Ambition, Desire, and Clan.

This Scene should make use of the Grave Choices section to complete character creation. The player characters can roll dice or draw major arcana cards to pick their Ambition, Clan, and Desire (see Tables 1.1 — 1.3, pg. 38), though they all start at 13th Generation. This Scenario sometimes makes use of italicized and bulleted framing text that the Storyteller can read aloud to help guide their players and set the scene.

- *You're awake. The taste of old blood lingers on your lips. You gasp in the dark and the smell of fresh dirt fills your senses. Before your mind can even begin to piece together your situation, you know you're not alone. You feel a hunger and a beast in the dark that is enraged at being thrown in a hole.*

Your Grave

The below prompts can be used by the Storyteller to illustrate the experience of digging out of their grave for the different PCs. Don't feel obliged to use all of them. Each prompt also comes with suggested nicknames the Razor Thorns might bestow on them. All of the buried PCs in this Scene start with a Hunger of 4. PCs with lines related to being buried alive, claustrophobia, or similar topics should have this part of the scene skipped. Instead play should start the moment the PCs burst forth from their graves.

The **Conjoined** prompt is useful if you have a larger group or have time constraints. If the Storyteller wishes, they can use the margin of success on any rolls in these prompts to determine in what

order the PCs emerge from their graves. The first PC to achieve critical success on any of the below rolls bursts out of their grave dramatically before the others and impresses the Razor Thorns enough that they nickname them "Enoch" or "Primo". If it's a messy critical they still emerge first but happen to knock over a statue or break a nearby gravestone. The Sabbat Pack find this hilarious and will likely tease the newly emerged recruit as clumsy or clueless, possibly earning them a more comical nickname such as "clutzo", "grave knocker", or "bigfoot". Regardless of how a PC earns their moniker, don't saddle a player with a nickname that they truly dislike and in a pinch let them pick one from the below list or roll one randomly (see pg 40).

Quicksand: This impromptu grave is filled with a mixture of sand and gravel, or the wet muck of marshland. The PC will struggle to find purchase and slip deeper into the ground as they become more frantic. They can roll Wits + Composure to ease their way out of the muck. *Possible Nicknames: Muddy, Mudslide, Sandman, Swampy, Skid Mark*

Conjoined: Two or more PCs have been buried in the same grave. In their struggle to claw their way out of the earth their limbs entwine and they struggle against each other. Have the PCs roll Strength + Resolve against each other to see who comes out of the ground first. *Possible Nicknames: The Twins, The Lovebugs, The Sibs, Frik and Frak*

Occupied: The PC finds themselves in a grave that is already occupied by an unmoving corpse. They'll have to keep their cool and tear through the desiccated body to free themselves of the dirt by rolling Stamina + Composure. *Possible Nicknames: Corpse Suit, Zombie, Guts, Meaty*

Coffined: The Pack thought it would be fun to put this PC into a new coffin before they were buried. They'll have to wriggle their way out of the box by rolling Dexterity + Resolve to get free. *Possible Nicknames: Splinters, Tombstone, Silky, Fancy*

Upside down: The Pack may have taken this PC's embrace as a bad omen for some reason and decided to skew the odds against them. They were either buried face down or in a place considered generally unlucky, such as under a weeping willow or at the crossroads of a path. The PC will have to roll Wits + Composure to figure out the trick and come out the right way.. *Possible Nicknames: Wrong Way, Rerun, Mojo, Vertigo*

Infested: Perhaps the ground here is contaminated or was used as a dump in the past. Regardless of the reasons, the soil is crawling with vermin. While they weren't able to take root in the PC's corpse, they have infested their clothing and it will take a strong nerve and a Composure + Resolve roll to navigate through them to escape this grave. *Possible Nicknames: Roach, Tapeworm, Spider, Worms*

Nightmares: Something evil and dark haunts this grave and the PC buried here is immediately assaulted by horrific visions of blood and murder upon awakening as a vampire. These visions drive them out of the grave screaming. An Intelligence + Composure roll is needed for them to keep their cool and make their way to the surface. *Possible Nicknames: Bad News, Screech, Taboo, Witch Kid*

Scene 2: First Taste

In this scene the new Sabbat vampires feed for the first time, guided by their Packmates. They meet Pus Finger, Skinner, and Black Jack. These three NPCs make up the core of their new Sabbat Pack, the Razor Thorns. If you read the prompt below to set the scene, you can give the PCs a chance to roleplay with their new Packmates. Pus Finger the stern but patient Priest, Skinner the dotting but vicious mother bear, and Black Jack the silent and brooding monster who has completely abandoned their humanity and desire to wear shoes. The PC's will pick their Predator type and Disciplines. As the players feed and regain their senses it becomes clear to them that they are far from home, do not recognize their surroundings, and are no longer alive. Before they can dwell on this sad situation,

their new mentors will offer to keep them safe and tell them everything they need to know about surviving the night. They'll also tell them how sharing blood in the Vaulderie will make them stronger and ease their trauma. This Scene can make use of the Grave Choices section to complete character creation. After answering the Storyteller's questions about whom they feed upon the player can roll a die or draw a major arcana card to pick their Sabbat Predator type and Disciplines (see Table 2 pg. 38). The Sabbat Predatory types can be found in **The Black Hand: Playing the Sabbat pg. 24.**

- *Covered in earth you pull yourselves out of your graves. A gnawing hunger claws at each of you. Some of you reflexively gasp for air and spit out mouthfuls of dirt, but none of you feel a need to gag or even draw in breath. It's clear none of you are among the living any longer. A group of people sit shivering in a circle in front of you all, an assortment of stained pillow cases cover their heads. You can hear one of them muttering to themselves in a hoarse voice, quietly pleading for rescue or reprieve. You don't know how, but you can all smell the blood in their veins and it's suddenly clear what can soothe your bottomless hunger. Three dark figures loom over the kneeling and blindfolded mortals. One of them is a thin man with a horribly disfigured face. He motions for you all to come closer while placing a filthy hand on to the shrouded head of the whimpering hostage, quieting his pleas.*

CONNECTIONS

Though it's not necessary, as the Sabbat considers tracking bloodlines a taboo, one of the present Sabbat NPCs could claim to be a PC's sire. Otherwise their sire is absent and was likely destroyed by whomever sabotaged the other mass embraces. Also if a PC wishes, one of their former Mortal Touchstones can be among the mortals present to feed upon. This is a common tactic among the Sabbat, but it should only be used in play with a player's enthusiastic consent and participation.

Your Victim

The below prompts can be used by the Storyteller to illustrate the victims brought by the Sabbat for the PCs to feed upon. When the PC's feed, their bite inflicts The Kiss on their mortal victims. A supernatural euphoria that makes most mortals relent to the feeding and in some cases not even realize they were bitten. Each victim also comes with a suggested Predator Type and suggested Discipline powers for a PC to acquire after feeding as noted by the victim's Grave Choices "card" (see Table 2 pg. 38). If a PC is granted a duplicate power, let them choose a different power of the same level or one from the next level of the Discipline.

All of the PCs in this Scene start with a Hunger of 4 and most of the victims present can slake up to 5 Hunger each when fed upon. A vampire's Hunger can only be reduced to 0 by directly killing a victim through feeding, and some Predator Types limit the types of victims that can reduce their Hunger to 0. Multiple PCs can feed on the same victims if they wish. Regardless of whom the PCs feed upon, the Razor Thorns murder the remaining victims. After feeding on a victim the Storyteller should explain the basics of their new Predator Type (see TBH:PtS pg. 24) and how it will affect their future feeding preferences.

If a PC refuses to feed or hesitates for too long they will need to roll for Hunger Frenzy (Willpower vs. Difficulty 2) as Pus Finger and Skinner will bleed the mortals in front of them to tempt them into feeding. The Sabbat will not force any of the PC's to feed, though they will keep an eye on them for signs of frenzy. A PC who does not feed will remain at Hunger 4, Blood Potency 1, Humanity 7, and gain the Animalism power Thrill of the Hunt (See TBH:PtS pg. 76). If they survive the Scenario and wish to select a Sabbat Predator Type during the Epilogue, allow them to keep this Animalism power instead of one of the other two powers granted by their chosen Predator Type.

Pizza guy: A young delivery driver still in their fast food uniform. A crumpled pizza box full of cold pizza sits in the dirt beside them. Their beating heart calls to anyone who feeds on them and Skinner will help remove and eat it with any PC who gives in to its call. *Suggested Card: Death (Ripper Predator Type, Protean +1: Blindsight and Animalism +1: Thrill of the Hunt. Humanity 5, Blood Potency 2)*

Retiree: An older looking mortal is slumped over a headstone, moaning and clutching their side from a knife wound that has gone septic. Slaking 3 or more Hunger from this mortal kills them. Their blood tastes half dead and leaves a lingering taste of decay. *Suggested Card: The Lovers (Scavenger Predator Type. Oblivion +1: Oblivion's Sight and Fortitude +1:Resilience. Humanity 6, Blood Potency 1).*

Assistant manager: A middle aged mortal in dark slacks and a polo shirt kneels in the dirt. They are blindfolded and their wrists are bound. They startle easily if approached and begin to blubber if threatened. They beg for mercy and offer the PCs money and favors. They're even willing to harm one of the other hostages if it's proposed. *Suggested Card: The Fool (Domina Predator Type. Dominate +1: Compel and Animalism +1: Sense the Beast. Humanity 6, Blood Potency 1)*

Drugged dancer: A young mortal who seems oblivious to what's happening to them. They are dressed in black leather and have a nightclub stamp on the back of their hand. Their blood is heavily laced with alcohol and downers, and feeding on them gives a PC a warm and comforting feeling. While they barely register being fed upon, this mortal will suddenly awaken and struggle to live if a vampire attempts to drain them completely. *Suggested Card: The Hermit (Hedonist Predator Type. Presence +1: Daunt and Auspex +1: Heightened Senses. Humanity 6, Blood Potency 1)*

Dad bod: An attractive mortal in tight fitting clothing. Their body is soft, but they have large calloused hands. They're silently outraged at the way they are being treated, but an insightful or observant PC will notice they seem to be enjoying the suffering of the other hostages. *Suggested Card: The Magician (Masochist Predator Type. Auspex +1: Heightened Senses and Fortitude +1: Resilience. Humanity 6, Blood Potency 1)*

The Kindred: This hostage is a Thin-blood. A vampire who's supernatural curse is so weak they have only a few of the powers and flaws of vampirism. This lick was hoping to join the Sabbat but failed to impress Pus Finger or Black Jack. While Skinner hoped to give them another chance, offering them as a first meal to their new recruits was a suitable compromise. *Suggested Card: The Devil (Reclaimer Predator Type. Blood Sorcery +1: A Taste for Blood and Protean +1: Weight of the Feather. Humanity 5, Blood Potency 2)*

Touchstone: This is a PC's Touchstone. This has to be agreed upon between the player and storyteller beforehand. If no player is interested in feeding upon one of their Touchstones, simply remove this victim from the scene. *Suggested Card: The Tower (Absolver Predator Type. Dominate +1: Compel and Celerity +1: Rapid Reflexes. Humanity 6, Blood Potency 1)*

Scene 3: Vaulderie

The players will get a crash course in the Sabbat and what's expected of them. Pus Finger, the Pack Priest will confront the PCs with their experiences in the grave and challenge them to walk a Path. The Priest will also inform them that they have been called here by Bishop Suha to start a hot war between the Anarchs and Camarilla and drink the hearts blood of Seneschal Ross. They have lost contact with the Bishop and the other Sabbat, but the mission remains.

- *The vampire called Skinner tells you about the Antediluvians, the ancient vampires that seek to end all life on Earth through their unwitting vampire slaves known as the Camarilla and the clueless vampire children known as the Anarchs. You are Sabbat and by sharing blood in the Vaulderie you will unlock your true power and gird yourselves against the Antediluvians influence.*

Sharing blood together in the Vaulderie also brings a sense of loyalty, belonging, and safety. While not a full blood bond, the PCs begin to see these vampires as their new family. PCs pick a Path and gain a Path Conviction that will be linked to the Vaulderie as a Touchstone Ritae. This replaces one of their Convictions, possibly one linked to a mortal touchstone killed in Scene 2. All PCs gain a Vinculum with each other and the three NPCS in the Pack after partaking in the Vaulderie (see Veterans pg. 43). The Vinculum is a shared blood bond with a starting Bond Strength of 1. It increases by 1 each time the vampires partake in the Vaulderie to a maximum rating of 3 (see TBH:PtS pg. 59).

This Scene can make use of the Grave Choices section to complete character creation. After answering the Storyteller's questions the player can roll a die or draw a major arcana card to pick their Path and Path Conviction (see Table 3 pg. 38). Path Convictions are tied to Touchstone Ritae instead of mortals (see TBH:PtS pg. 12).

- *Pus Finger the Priest looks upon you all with something like pride on his repulsive face. While the vampire called Skinner holds out a dented silver chalice, Pus Finger slashes open his own wrist and lets his dark blood ooze into the bowl. The other vampires do the same and Pus Finger points at you all to add your own blood to the mix and drink. "Tonight we welcome new Brothers, Sisters, and Comrades into our secret order. May the Sabbat grow stronger and may the sword of Caine never falter. We say Death is not the end, but even the deathless may die. Praise the Dark Father. Praise Caine!". When the Priest says these last words, Skinner and Black Jack repeat them loudly. After drinking from the chalice and hearing Pus Finger's sermon, you all feel a kinship with these monsters. Their zealous shouts of devotion are infectious.*

LET IT GO

The Sabbat's Creation Rites are a brutal semi-magical process that allow a PC to replace a Conviction and mortal Touchstone with a Path Conviction and Touchstone Ritae as soon as they emerge from their grave. These choices are spread out over Act 1 for dramatic effect so that the Priest can guide the PCs on to the first steps of their unlife. Choosing and adhering to a Sabbat Path of Enlightenment can take time, but this Scenario assumes the PCs start on their initial Path of Enlightenment at the end of this Scene. If the Storyteller wishes they can allow the PCs to retain their Humanity throughout this Scenario and make a final decision about a Path during the Epilogue or the next session. Though uncommon among older Sabbat, it is possible to change Paths by symbolically undergoing the Creation Rites again. A PC unhappy with their initial Path choice should be presented with this option at the end of the Scenario if they survive.

Act Two:

ORDEAL

To break the rules, I have learned all the words needed for a trial by blood.

— MAHMOUD DARWISH, I BELONG THERE

Instead of marching them to battle, the Sabbat takes the PCs to their haven. The other Sabbat vampires in town have disappeared while the PCs were buried and the Razor Thorns are regrouping before they have to meet up with a local Anarch gang. Their Pack Priest, Pus Finger, decides to take the shovelheads to this meeting for added muscle and at the ST's discretion the Pack could feed or perform the Vaulderie again.

Scene 1: Crashing

The start of this new act is a perfect opportunity to find out more about how the PCs feel about their new state of being. Smells, sounds, and light feel more intense. The Beast within them constantly goads them to be on the hunt for their meal. There is also the unnatural feeling of kinship and fraternity that has been born from the Vaulderie. Allow the players to describe how their characters feel and to respond to the world around them through their new undead senses. The predator within them may have even reshaped their reflexes and movements and the Storyteller should feel free to prompt the players to explore this change as well.

- *With the metallic taste of blood still fresh in your mouth, you set off into the city. Every sense is on fire — the cold white led street lights are repulsive, and the sounds of cars barrelling past sets your teeth on edge. Anyone else on the streets hastily crosses the road or quickly duck into a nearby shop, sensing on some instinctive level not to come near you and the others — the Pack. Something new is in your dead heart, and you see it in the eyes of the others when you look at each other. You belong to each other. Pus Finger, the Priest, leads you to a safe house that they will call home for the next few nights. Boarded up row houses and shuttered shops line the street, and the smoldering wreck of a nearby burnt car fills you with an instinctual fear.*

As the Pack moves through the city, they might appear as a threat to a local gang. If the Storyteller wishes they could use this as an opportunity for a quick combat scene against level 1 or 2 Simple Antagonists so that the players can learn more of the system before the main story progresses (see V5 Corebook pg. 370). It can also be a great chance for players to work out which Discipline powers are most useful in combat and how to apply them. The player characters could also take this time to feed or grill their new Packmates about the Sabbat and vampirism, regardless of how they pass the time the Pack eventually arrives at their temporary haven.

Pus Finger brings you around the back of an abandoned row house to the basement entrance. A lone portable electric lamps provide a sickly amber light inside the dingy and damp concrete cellar. It's furnished with a few stained mattresses, a sofa with yellowed foam poking out, and a fold out card table surrounded with chairs and milk crates.

Let the players describe how their characters try to make themselves at home. They may wish to investigate the rest of the house, which is also derelict with signs of violence, graffiti, drug use, and discarded items by the families and squatters that have lived here over the years. Perhaps these bring back memories of the PCs' former lives and what they have lost. Or morbid curiosity about what happened to the people who were here before the Razor Thorns moved in. Pus Finger leaves them in the care of Skinner and Black Jack for an hour to arrange the meeting with the Anarchs.

Scene 2: Back Alley Deals

The Priest returns to the safe house and takes the Pack with them to meet an Anarch Gang with information regarding the Camarilla in the city. Specifically, the comings and goings of the Camarilla Court and Seneschal Margaret Ross. Bishop Suha (see pg. 8) wants this vampire and her supporters destroyed and it is why so many Sabbat packs descended on the city and mass embraced so many new recruits. While Pus Finger is at the meeting with the PCs, Black Jack will steal an oversized econoline van and have it waiting at the haven. Skinner will spend his time organizing the haven, taking care of any Retainers or errant shovelheads, and whittling stakes.

These Anarchs are a gang of vampires that hate the Camarilla but are wary of starting a war they cannot win. They've been told that Pus Finger and his crew have a personal beef with the Seneschal and are willing to pay for the information. While the Anarchs don't want to be directly involved in the attack, they're happy to see a powerful member of the Camarilla wounded or killed. Despite this, the Anarchs would likely react violently if they discovered the PCs were Sabbat as they believe it's a cannibal cult.

PARTY AT OUR PLACE

As an alternative meeting location, the Anarchs have arranged a party at a run-down apartment block. The amount of mortals present would deter others from starting a fight and potentially breaching the Masquerade, while also giving the Anarchs a chance to observe how the Pack conducts themselves, and potentially betray their identity as Sabbat vampires. Other possible locations for the meeting are the rooftop of an office block, a steel mill, or a junkyard.

- *In the shadow of an abandoned movie theater, fearless rats pick over a ruptured trash bag filled with week old fast-food. Loitering in the alleyway, a gang of Anarchs awaits as you all approach. A squat muscled man in black and gold sports gear takes a proud stance while the rest of the gang falls in behind him. One is a small, scrawny figure, in ripped jeans, a t-shirt, and a leather jacket. Another sports a lean androgynous look with sharp cheekbones that gave them a skull-like leer, accented with a shaved head and neck tattoos peeking from under a long windbreaker. Two young looking gangers in particular hang close to their black clad leader. Numerous piercings line their ears, and stud their faces. One wears a puffer jacket and bandana, while the other prefers a pink tracksuit. Holding up the back wall is a dark skinned woman in tight fitting street clothes, a sheathed sword resting on the wall beside her. "Karim. Good to see you." says Pus Finger as he fakes a smile. "This is the gang." He motions to you all. "They're the ones that are going to sort out that business downtown." The man in the black and gold tracksuit strokes his sharp goatee and nods gently as he sizes you up.*

The aim of this scene is for the Pack to convince Karim to hand over the information they have on Seneschal Ross and her coterie as cheaply as possible. Karim is already suspicious of Pus Finger, and for some time has suspected that the Nosferatu is either a member of the Sabbat or a Church of Caine cultist working for the Camarilla. The only reason he's agreed to this meeting is because a Sabbat sympathizer within the Anarchs vouched for Pus Finger. Karim's gang is eager to hurt the local Camarilla as the Prince recently executed two popular Caitiff for crashing a party.

To win Karim's trust the Pack must prove that they are capable of destroying the Seneschal and that they won't rat him out if they're captured. Karim will pass along what he knows even if the Pack fails these tests, but he will demand a cash payment be made to one of his daytime lackeys and he might even alert the Camarilla to the danger in hopes of washing his hands of any blame.

Karim has tasked Ash and Mia with being particularly obnoxious to the Pack to tease out if they can handle themselves. These two vicious Thin-bloods are keen to diablerise a Camarilla vampire in hopes of fully unlocking their vampiric powers. A third Thin-blood named Khadija is a ringer that the Anarchs called up for extra muscle. She only gets involved if a serious fight breaks out. If the Anarchs end this Scene still suspecting the PCs are Sabbat, Khadija will also try to shadow the Pack in hopes of discovering their haven. This scene revolves around a Social Combat (see V5 Core-book pg. 304) as the PCs try to get their way, win Karim's trust, or even make allies of the Anarchs.

- *A Thin-blooded vampire saddles up to you. Her face inches away from your own. You notice the name Ash is sewn into the lapel of her pink tracksuit as she says "You don't look like you could handle much of anything new blood."*

Making Frenemies

Ash will use threats of violence (7 dice pool), while Mia will resort to insults and crude humor (7 dice pool). Social Combat relies on contested rolls, with everyone on the losing side being dealt the margin in superficial Willpower damage. Since the audience of this Social Combat are mostly Anarchs, Ash and Mia add +1 success to their rolls. If 3 or less PCs are in the Pack, remove this audience advantage as the Anarchs pay less attention to a smaller group of vampires.

Once a character's Willpower track has been filled with Superficial damage, they become Impaired and begin to take Aggravated Willpower damage instead. Ash and Mia both have 4 Willpower and will concede the conflict once they've suffered 4 Superficial Willpower damage. Below are a few potential tactics the PCs might use.

Staredown: Resolve + Intimidation

Putdown: Manipulation + Subterfuge

Showtime: Charisma + Performance

Brute Force: Strength + Intimidation + Potence

Bribes: Composure + Persuasion + Resources

If the PCs wish to use their Discipline powers, here are a few suggestions that might come into play.

Auspex: These powers can ascertain an opponent's mood or hidden insecurities. Perfect for timing a cutting insult for maximum effect.

Dominate and Presence: These powers can be used subtly to stall or trip an opponent or make them appear foolish. PCs should be careful though, as Anarchs despise vampires that casually throw around mind control.

Potence and Fortitude: Can be used to cow an opponent or to shrug off intimidation.

Protean and Blood Sorcery: These rare and flashy powers are great for showing off, but they also increase the chance of revealing the PCs as Sabbat. Especially if they use powers more common among Tzimisce such as Flense, Fleshcraft, or Whispers to the Flesh.

Social Combat should only last 3 rounds. Whomever inflicted the most Willpower damage in that time will have won the argument, but the Pack may betray its true motives in the process. If any PC has their Willpower track filled with superficial damage during this scene, this triggers their Path Compulsion or results in a Rage frenzy if they're not on a Path. This could reveal they're Sabbat to Karim, but he will play it cool unless the PCs press the issue. Karim is not interested in a fight. If the Anarchs are dealt 8 Superficial or 4 Aggravated Willpower damage before they can concede, Ash and Mia will immediately turn on Karim and demand they be allowed to join the ambush on the Seneschal. Pus Finger will advise against it, but will defer to the Pack's wishes. If Ash and Mia are allowed to join the Pack's attack, they'll meet up with them right before the action at the ambush spot. Otherwise there are three possible outcomes to this Social Combat.

Impressed: If the PCs score more success, Karim hands over the full details of the Seneschal's route to Elysium, and even marks a promising bottleneck for an ambush. Karim will also offer to point out where the Mirth Street coterie's money woman and tech guru, Bryn Morrissey, likes to feed if they want to pick her off before the main event. Karim will also mention that it's rumored the Seneschal is inducting a new member into her coterie tomorrow night at Elysium.

Draw: If the PCs roll an equal or lesser number of successes than the Anarchs, Karim hands over the route and points out the bottleneck, but no other information regarding the Seneschal, their capabilities or details of the Mirth Street coterie.

Complications: If the PCs reveal they're Sabbat, Karim will try to hide his concern. He hands over the information as above, but will sell the Pack out to the Camarilla after they ambush the Seneschal.

- *Karim steps forward and motions for everyone to be cool, he says "Ok Licks. We get it. Y'all hard and ready to get down." He turns to Pus Finger and agrees to sell the information on the Camarilla. He hands the Priest a burner phone and tells him it's the only way he's going to be found the next few nights. He motions for the rest of his crew and they file out of the alley like puffed up soldiers.*

The Storyteller should now choose or randomly determine where the ambush will take place and which Bottleneck Karim points out.

Car Park: The Mirth Street coterie parks on the roof of this six story building and uses elevators to the sub-basement to travel to Elysium through hardened tunnels.

Train/Subway: The Seneschal's coterie uses an express train to travel directly to the Elysium's doorstep. The stations and platforms along the route are temporarily closed but surely the Pack could figure out a way to make it stop or slow down.

Helipad: The Seneschal uses an armored Blackhawk helicopter to land on a high rise close to Elysium. While the building is not very secure, if her Coterie gets to the express elevator on the roof, the Pack will never catch them.

Ferry/Boat: A ferry allows the Seneschal to move her entire fleet of vehicles into the heart of the city safely. Once they disembark, they'll be under the protection of Elysium's heavily armed guards.

Highway Overpass: The coterie closes down the main artery into the city and drives a caravan of armored SUVs into the heart of the city. A two lane stretch passes under an abandoned train bridge near the city limits.

THE NIGHT CLOCKS

The following scenes, plus any others that the players may feel like pursuing, all require in-game time to resolve. There is a time limit upon the usefulness of the information that the Pack has in order to execute the ambush tomorrow evening. Therefore make it clear to the players that while they have options, they may not be able to investigate who betrayed the other shovelheads and still have time to pull off the ambush. They will have to make meaningful choices, and decide which options are worth the time and effort, and abandon other avenues of investigation and preparation. The following Scenes are presented in the order that Pus Finger would prefer to pursue them, but the PCs could easily sway him to shift his priorities as he wishes to encourage them to take the lead in this fight. Depending upon the time you have to play through this scenario, and the amount of detail the players wish to go into, these scenes could be presented as a montage, with each resolved with a single roll.

Otherwise this Scenario uses a Night Clock going forward. This is a six segment progress clock that fills up with ticks as the PCs decide and complete a course of action. The PCs can fill up two Night Clocks before the ambush. After the first Night Clock is filled the PCs return to their haven to sleep right before sunrise. After the second Night Clock is filled, the PCs arrive at the bottleneck to spring the ambush. The Scenes below all have a cost in ticks to fill the Night Clocks. Six ticks per clock is all the time the Pack has to gather information and prepare before the showdown with the Seneschal.

It is possible that this scene ends in a fight. Either through searching a recovered mobile phone, or interrogating a survivor, the Pack should still glean the basic information they need to ambush the Seneschal. Fighting the Anarchs will mean the Camarilla may be alerted and other Anarchs will be searching for the Pack as well. If a fight breaks out add two ticks to the Alert Clock (see pg. 25).

Regardless of the outcome, Khadija the Immortal will shadow the Pack to locate their haven. Allow the Pack a Difficulty 5 Wits + Awareness roll that cannot be re-rolled with Willpower unless the PCs took precautions not to be followed. If the PCs win they catch sight of a shadow following them, but it departs before they can identify their tail. If they fail, Khadija discovers their haven and will join the Camarilla raid in Act 3 (see Counterattack pg. 31).

Scene 3: The Pits

If the Pack wishes to investigate what happened to the other Sabbat in the city, Skinner will first lead them to a derelict factory near the city limits. The Sabbat vampires Maudlin, Butcher, and Laz were supposed to lead mass embraces a few nights ago, but they missed tonight's rendezvous. While the Pack is with Skinner, Pus Finger will be scouting out the ambush site and Black Jack will be trying to reconnect with a Lupine ally. When the Pack returns to the haven, Pus Finger will detail the Bottleneck (see pg. 25) and Black Jack will have an Aggravated wound from his failed meetup.

The factory is a shell with large rusted pieces of machinery. The shovel heads and their Pack will have made their nest in the basement of the factory, far from the sunlight, and behind sturdy doors and walls. The Packs were supposed to keep the location of their pits secret from each other, but the paranoid Nosferatu Pus Finger spied out the location of two of them, this derelict factory and an old apartment building across town. This Scene costs no ticks on the Night Clock, unless the Pack visits the other pits (see pg.23).

- *Following the directions of your Pack Priest you set out to find others like you who were created in recent nights - fellow shovelheads. Arriving at the derelict factory, it is clear that outside there are signs of recently dug earth, where the new vampires would have been buried and subsequently clawed their way out to the surface. But as you all head within the factory there is a sense that something is wrong. In the air there is the smell of phosphorus, and the walls are smeared with scorch marks and recently spilt blood.*

The Pack can roll Intelligence + Investigation, Wits + Awareness, use powers of Auspex, or otherwise search the factory for clues. Their accumulated successes determine how many clues they find.

War Crimes: One success reveals that there was an attack, and the other shovelheads and their Pack are dead. The PCs find charred remains and signs that they were shot up, decapitated, and immolated. Among the detritus the Pack finds old gas cans that are marked with the name of an abandoned shipyard (another pit they can investigate).

Left Out: Three successes allows the Pack to locate a chained up mortal in the basement. They were kept here ready to be fed upon. However, with the other Sabbat destroyed, they have been chained up, alone, for days. Freeing the mortal will require snapping the chains that bind them to some old pipes. Convincing the mortal to trust the Pack, or using Dominate or Presence to calm them, will allow the Pack to glean information regarding the last few days at the factory. The mortal will describe a number of individuals who Skinner will confirm are Sabbat and who can be presumed as destroyed. The mortal also describes a being who was able to manipulate shadows , possibly the Lasombra Laz or Butcher. Failure to discover this mortal will result in screams, as they are torn apart by a ravenous shovelhead who just dug themselves out as the PCs arrived.

Paperwork: Five successes reveals a wallet in the charred remains. Within the wallet are melted ID cards, but there is a flier folded up inside that has survived the heat. The flier is for a bar in the city, Los Muertos. Scribbled on the back is a time and date, for a meeting three days ago. If the PCs go to this location it will take 2 Ticks off the Night Clock. The regulars will quickly identify Eveline "Laz" Lazarus as meeting with a "creepy little guy" (Declan White) and a "yuppy chick" (Bryn Morrissey). Powers such as Dreams of the Past, Spirit Touch, or possibly even Sense the Unseen could clue the PCs into Laz's motives. If she is a Sabbat spy this would be a way to let the PCs into that twist. They would then have to decide if they'll help her keep her cover or seek revenge for all the Sabbat she murdered for her ruse.

Regardless of successes when investigating the factory, the Pack finds a charred book among the ruins before they leave. It was clearly the property of the Tremere Antitribu Maudlin (see pg. 8) and includes passages from the Book of Nod. Everyone in the Pack regains 1 Willpower when it is recovered and PCs with Blood Sorcery can use it to learn the Ritual Ward against Ghouls.

If the PCs take too long dithering before investigating, the lone shovelhead who "survived" will pounce upon the chained up mortal in the basement and they will die screaming.

The Pack may visit the other pits, finding similar scenes of destruction. Visiting these locations takes 2 ticks off the Night Clock each. This will allow them to collect up to six shovelheads to use as cannon fodder in their ambush. These abandoned vampires are nearly mindless and only the power of the Vaulderie can keep them quiescent long enough to point them at enemies.

Shuttered shipyard: The shovelheads here were weighed down and thrown into the water. Only one shovelhead can still be fished out and the PCs risk being attacked by aquatic predators that have become emboldened by the taste of vampire blood in their waters. Sharks, gators, and moray eels are all possible threats (see Blood Starved Eels pg. 34). This was Eveline Lazarus's pit and she had no intention of fishing out these poor souls. In the yards office, the PCs can find half filled gas cans and a wall map that has been recently marked with the location of the Bloody Ranch and the Empty Projects below.

Empty Projects: A semi-abandoned apartment block. The shovelheads were "buried" in freezers and two of them are still locked in their makeshift coffins. A werewolf hunts this turf and if the PCs linger for too long, it will try to scare them off by transforming on a nearby roof top and stalking them from the shadows (see Territorial Lupine pg. 34). If the PCs mention Black Jack, the creature will become enraged and try to tear them apart but will not give chase once they flee its territory.

Bloody Ranch: A haunted farm house just outside the city. The shovelheads were buried in the barn but escaped into the nearby woods when no one was there to greet them. An ax is embedded in the porch and a nearly decapitated ghost haunts the place. If the PCs find a way to talk with the ghost she'll identify Fuad the Butcher as her killer. She'll also delight in recounting how he was dragged out of her house during the day by a woman in black clothes, but she's unsure if he was killed. Two shovelheads can be recovered from the woods.

FROM THE PITS

The shovelheads from these pits are mindless and animalistic vampires. Their Beasts are in near total control of them and only the Vaulderie keeps them in check for now. This could have been the PCs' fate if not for Pus Finger and the Razor Thorns. If the shovelheads are unleashed in the ambush, once per round a PC can sacrifice a shovelhead to ignore up to 2 Health levels of Superficial or Aggravated damage. At the start of each round, add +1 to one PC's margin of success for each surviving shovelhead that aids their action.

Scene 4: Blood Stop

If Karim revealed the feeding habits of Bryn Morrissey, this scene gives the Pack a chance to tilt the ambush further in their favor. If the Pack was not able to gather this information, then the Storyteller should skip this scene unless the Pack thinks of a clever way to gather this info on their own. Possibly from interrogating the patrons of the Los Muertos bar (see Paperwork pg. 22). Black Jack leads the stakeout of Bryn's herd while Skinner and Pus Finger gather weapons and ammo for the ambush. This Scene costs 2 ticks on the Night Clock.

- *Despite how much they try to look mortal, the Camarilla are vampires. It's written in the way they move, how they size up true mortals, and even in how they smell. Black Jack points out these details as you all wait in the shadows. Watching your quarry. As rain begins to drizzle from the night sky, you stalk the vampire from a distance. Bryn pops into a coffee shop, and then a bookstore, before slipping into an old Brownstone. Perhaps a little pain will get this Lick to sell out the Seneschal.*

Bryn is a coterie mate of the Seneschal and a member of clan Ventrue. She serves as the Mirth Street coterie's security coordinator and tech guru. Allow the PCs to be creative when attacking Bryn, but if she escapes she might be able to warn the Seneschal and thus make any plans to ambush her a suicide mission (see The Alert Clock pg. 25). The Pack has the advantage in this fight because they have followed Bryn to a small apartment building where she keeps her herd of willing mortal victims. Bryn's Ventrue Bane means she can only feed off of mortal vegans and similar "health nuts". This makes her a somewhat predictable feeder. However, attacking here requires that the PCs subdue her quickly, because if the fight goes on for too long then her herd in the other apartments will be alerted and will call the police.

Alternatively, they can wait for Bryn to leave, and attack her nearby. While this means there is less chance of the police being alerted, Bryn will have more room to maneuver and escape. What begins as an ambush could turn into a chase through the rain-drenched streets and rooftops of the city. If Bryn escapes or is let go, she will flee the city, but warn the Seneschal of an impending Sabbat attack (see The Alert Clock pg. 25).

If Bryn is captured, the Pack can question her. Threats against her herd can force Bryn to reveal some info very quickly, otherwise the PCs will have to damage her Willpower with the Intimidation or Subterfuge skill. Bryn will confirm that Eveline Lazarus is the traitor and that she is joining the Mirth Street coterie. She will also reveal that the Sabbat Lasombra known as Butcher (see pg. 8) was captured at a farm house by a Thin-blood known as Khadija the Immortal. Bryn knows that Butcher is being held by the Tremere, though she doesn't know where the so-called "Tremere Chantry" is located. Bryn also knows the Seneschal has a folkloric Bane, but she'll only give up this info if she's been dominated or if her Willpower track has been completely filled with damage. If forced to reveal that silver weapons cause Maggie Ross Aggravated Health damage, Bryn will fall completely silent and wait to be killed or released by the PCs.

Freeing Butcher from the Tremere Chantry without alerting the Seneschal would require perfect planning or a lot of luck, it's a course of action Pus Finger refuses. A PC would have to challenge and usurp the Priest's leadership in a Monomacy duel to pursue it. Butcher is a powerful vampire, but freeing him is beyond the scope of this scenario. If the PCs remove Pus Finger as Priest and find the chantry, assume it's guarded by at least two Tremere vampires and four heavily armed ghouls. Additionally the chantry would make liberal use of magical wards and might even have a magical guardian such as a gargoyle or infernal spirit. Assume assaulting the Chantry would put 2 or 3 ticks on the Alert Clock (see pg. 25).

Scene 5: Stack the Deck

The Pack has the remainder of the evening and the next to prepare their attack on the Seneschal's coterie. There are many things the Pack may wish to do, but they have limited time, while trying to uncover the identity of a turncoat within the ranks of the Sabbat. If they flubbed their meeting with the Anarchs or tipped off the Camarilla, they might get ambushed themselves while scouting out the bottleneck. The Storyteller should use the Alert Clock to gauge the threats they might encounter as they make their preperations.

THE ALERT CLOCK

The Sabbat is not subtle and even though Seneschal Ross is feeling confident about having defeated the threat and co-opted Eveline Lazarus, the PCs actions could alert them to their presence. If the PCs are extra violent in their investigations of the pits, or botch the attack on Bryn, this could alert the Seneschal to their presence and their intentions. To handle this, create a six segment Alert Clock. Each time the Pack does something that threatens to tip off the Camarilla to their presence add 1 to 3 ticks to this clock. Killing a bar full of mortals or letting a shovelhead run wild in the streets would be 1 tick, while attacking the Tremere Chantry, letting Bryn Morrissey escape, or slaughtering Karim's Anarchs would be 2 or 3 ticks. Once the Alert Clock is filled, the ambush becomes a suicide mission. PCs with Premonition powers should be warned that their fate is sealed. Eveline Lazarus will no longer be at the Bottleneck. Instead two Camarilla Enforcers (see pg. 34) will be there with the Seneschal, Declan White, and their ghouls. Any attempts to surprise or ambush them will have a Difficulty of 8.

The Bottleneck

The Pack has a number of ways to prepare the ambush. These actions take a number of ticks off the Night Clock, but a PC can't take on more than two of these actions in one night.

Snack pack (1 tick): All PCs have their Hunger set to 1 but the Alert Clock is increased by a number of ticks equal to the margin of failure. Composure + Streetwise + Herd roll, Difficulty 3

Escape routes (1 tick): +1 to all damage in the 3rd round of combat. Wits + Streetwise, Difficulty 3.

Calling in favors (1 tick): Using Contacts or Resources lets the Pack get bigger guns, vehicles, or even silver bullets. Resolve + Persuasion + Contacts or Resources, Difficulty 3.

Hiding spots (2 ticks): Scouting out sight lines will provide a +2 bonus to the margin when rolling to catch your target unaware in the first round of combat. Composure + Stealth, Difficulty 3.

The cavalry (2 ticks): The Pack can try and secure help from the Anarchs or mortal Allies. Charisma + Leadership + Status or Allies, Difficulty 5.

Traps (3 ticks): A resourceful vampire could rig a train with an improvised explosive device or douse a helipad in jet fuel. A crafted explosive device has a 30 foot blast radius and a Bestial Failure results in an explosive accident and a Messy Critical creates a device with a blast twice the expected size. If used as a distraction it provides a +2 bonus to the margin when rolling to catch your target unaware in the first round of combat. If used as an attack, the detonation deals 2 Aggravated Health damage to everyone in the blast. Intelligence + Crafts + Resources, Difficulty 8

Wards (2 ticks): If a PC has ward against ghouls they can trap the Seneschal's ghouls away from the fight, Intelligence + Blood Sorcery, Difficulty 3.

Act Three:

FAITH

You were a hero round these parts.
That's what they call you when you kill so many people the word murderer falls short.

— JOE ABERCROMBIE, BEST SERVED COLD

The PCs ambush the Seneschal and then retreat back to their haven to rest before daybreak. A ghoul working for Bishop Suha is waiting for them. They are attacked during the day and must run for their unlives. They find sanctuary with the Nightmare Covens and must prove their innocence or Lazarus's betrayal.

Scene 1: Pulling Teeth

The Pack has made their preparations and the time has come to make their assault upon the Seneschal's coterie. If they succeed, disorder and paranoia will be rampant in the Camarilla ranks, and the Anarchs may take the opportunity to make their own moves upon the city's court.

Location, Location, Location

The ambush can potentially take place anywhere and can be tailored for your chronicle, city, and the level of action you want. The following are suggestions for where the ambush might take place.

Car Park: With the Seneschal and their coterie parking almost six stories up, there is the danger that combatants could be thrown from the building. The stairwell and elevator are the bottlenecks. Preparations could ensure the elevator is out of order, and so the ambush could take place in the stairwell, where improvised explosives would have maximum effect. Cars make for exciting improvised weapons. Characters with Potence can tear car doors off or pull out engines to throw them at enemies, or use torn car parts as shields. Using Potence or Blood Surges could allow a PC or NPC to lift and crush an enemy with a car. Even if they can't lift a car, they can always drive one into a target. Also, cars contain flammable liquids and fire is not good for vampires!

- *The multistory car park is a concrete monstrosity and a blight on the historic architecture of the city. Late at night the place is dark, and there is hardly anyone present. The only way down from the top level is the stairwell, an elevator, or following the ramp taken up by vehicles.*

Train/Subway: Trains and trams arrive at platforms, which limits the routes on and off the trains. This is especially true in the case of tube trains, as these are for the most part underground. Careful planning could allow the Pack to separate the Seneschal from their coterie by using the tunnels and platforms as bottlenecks. Passing trains

also make for great hazards and even a means to decapitate a vampire or a ghoul.

- *The sound of carriages rattling along rails echoes through the tunnels. Graffiti in garish colors adorns the cracked wall tiles.*

Helipad: Situated on top of a highrise building, being thrown off of a helipad can cause death or severe injury. Not to mention that a helicopter's spinning blades make for creative ways to maim opponents. This helipad has only a few routes down. A staircase, an elevator, and a narrow fire escape. Being so high up makes it hard to escape the building, which gives the Pack plenty of time to complete their ambush. The danger from an explosion, in particular the detonation of the helicopter's fuel tank, is a threat to all combatants as there are few places to seek cover.

- *High above the city the wind whips around you as the Seneschal and their coterie disembark from their helicopter. From this high up, the city is quiet and oblivious to the monsters that seek to control its destiny.*

Ferry/Boat: Ferries and boats combine many of the aspects of previous ambush locations. By their nature, they have only one way off - into the water - which makes targets sitting ducks and makes life hard for living opponents such as the ghouls of the Seneschal. Ferries, if they become an inferno, present a particularly hostile environment for Kindred, combined with how isolated they are and the singular way of escaping. The Pack could time their attack by sneaking onto the ferry before it sets off, or use a boat to climb aboard.

- *The dark of night makes the waters appear as black as pitch. The only sound is the lapping of liquid against the hull of the boat, which lurches slowly through the opaque water.*

Running The Fight

No matter the location of the ambush, the Pack's preparations will shape the fight. The Seneschal's coterie totals four Kindred with three ghouls in tow. If the Pack attacked or destroyed Bryn Morrissey before the ambush, then the Mirth Street coterie will be down one vampire. Bryn usually meets the coterie during the last leg of their journey to Elysium because of her peculiar feeding habits, so her absence will put them on edge but it will not immediately put them on alert.

Seneschal Maggie Ross: She will use her Celerity to isolate and target the most dangerous looking foes, firing on them with a heavy pistol (+2 damage). If the Pack has not fled by the 2nd round, she will not hesitate to use Cauldron of Blood, especially if she can target a Tremere or Banu Haqim PC. If attacked with silver, Ross will sacrifice her ghouls as human shields to protect herself.

Bryn Morrissey: Bryn will use her shotgun (+3 damage) to keep her distance and use Dread Gaze on anyone who gets close. Bryn flees if the Seneschal falls or Eveline Lazarus turns against them.

Declan White: The Tremere fires a light pistol (+1 damage) when he must, but usually depends on using his Terminal Decree Dominate power to force opponents into fatal situations. White fights until the end as he is Blood Bound to Maggie Ross. If the Seneschal falls, White will attempt to protect her body, or destroy it if he fears she'll be diablerized.

Eveline "Laz" Lazarus: Depending on her motivations, Laz will either stay and fight or run for it when the Pack shows up. Ironically she will only turn on her Camarilla allies if she was truly trying to betray the Sabbat and the PCs somehow convince her to rejoin them. If Lazarus is a double agent she will do her best to "prove" herself to the Camarilla by using her Arms of the Abyss to throw attacking Sabbat into traffic or off of buildings. If the Seneschal is destroyed, Laz will immediately try to Vanish and escape the city.

Ghouls: The ghouls carry fully automatic submachine guns, wear unmarked ballistic body armor, and their supernatural senses allow them to operate in any darkness unhindered.

Mind the Gap: A ghoul or vampire thrown in the path of hazards such as moving trains, buses, or rotary blades could make for an effective means of taking out a member of the Seneschal's coterie.

Pus Finger, Skinner, and Black Jack: Black Jack gives his silver combat knife (+2 damage) to any PC who asks to use it before the fight. The veterans of the Razor Thorns are set up just outside the bottleneck ready to pick off the Seneschal if she escapes the ambush. If the PCs have to flee, Pus Finger and Skinner will lead them to safety as Black Jack leads away any pursuers in his wolf form. While the Razor Thorns hope the PCs prove themselves, they will not die for them tonight.

Shovelheads and ghouls are resources that the PCs and NPCs can use to augment their actions and shield themselves from consequences. Once per round a PC or NPC can sacrifice a shovelhead or ghoul to ignore up to 2 Health levels of Superficial or Aggravated damage. At the start of each round, add +1 to a PC's or NPC's margin of success for each surviving shovelhead or ghoul that aids their action. They can also shape the battlefield as needed. A team of ghouls can shower an area with automatic fire to suppress or hold back the PCs. While shovelheads can swarm and restrain a powerful enemy so they can't get away.

Eveline Lazarus will be shocked when the PCs appear, believing she'd killed all the shovelheads. A Pack of Sabbat ambushing the Seneschal not only threatens her acceptance into the Camarilla, but could prompt the Mirth Street coterie to attack her as well. If the PCs know she's a double agent, the Pack may want to let her escape so that she can continue her ruse but Laz will do her best to maim them regardless of her motivations. Lasombra do not like to have their machinations exposed.

The combat should conclude after 3 rounds of action. If the Seneschal is destroyed, combat should wrap up soon after. If the Pack suffers two or more loses without taking down the Seneschal or Eveline, then Pus Finger will call for them to flee.

Aftermath

Concluding the ambush, if the PCs fail they will be forced to flee to their hideout. The Pack will likely wish to make a quick escape, melt into the city and reconvene. This might require separate Streetwise or Stealth rolls at Difficulty 3 to get back to their haven without revealing its location to the Camarilla chasing them. PCs with their own havens might be able to hide out there, but their Pack might become suspicious of their absence.
If the Pack succeeds in their ambush, there are many opportunities for them. The first is that the Pack will have the chance to diablerize members of the Seneschal's coterie. The Priest will try to stop them from consuming the soul of the Seneschal, but in the heat of combat anything can happen. Also capturing the Lasombra Eveline Lazarus makes for a significant prize. Any of the Nightmare Covens' lingering suspicions would be quickly dispelled by presenting Eveline as a captured trophy. Regardless of the outcome, Khadija (see pg. 34) will be watching and attempts to follow the PCs back to their haven unless she already has.

BANG! FUCK! I'M DEAD!

Unlife as a shovelhead can be brutal. Few of them survive their first nights as Pus Finger made clear at the start of the Scenario. With that in mind, if one or more PCs are destroyed in the fight, let the players roll up a new shovelhead using the Graves Choices on pg. 38. These new vampires could be the survivors of the mob they brought with them, or stragglers that they find in order to replenish their number. If the Storyteller prefers he can have Skinner or Black Jack step in to save a PC on the verge of death. Sacrificing themselves for their Packmate.

Scene 2: The Reunion

A ghoul working for Bishop Suha is waiting for the Pack at their haven. She tells them that the Bishop has been watching them and no longer believes they are working for the Camarilla. She thinks another betrayed the Sabbat, but many in the Nightmare Covens are skeptical. The ghoul wants the PCs to return with her the following night to tell the Bishop what they know.

- *When you enter your haven you see a slim women sitting on a folding chair. You can hear the beat of her living heart, but also sense something strangely familiar about her. "The Bishop of the Nightmare Covens has sent me" she says. "Suha has asked me to guide you all to her esbat tomorrow evening"*

Who are you? How did you find us?

- *My name is Tower. Bishop Suha's ghoul. She has been watching you since you crawled out of your graves. She has allies in the Graveyard Shift, a mortal cult that watches places of the dead.*

Why haven't you helped? Why now?

- *The Bishop thought you were the traitors who corrupted the Creation Rites. She asked me to come here after she heard of your attack against the Camarilla. Is it true a Lasombra was among them?*

What does the Bishop want? What's an "esbat"?

- *Bishop Suha has called for an esbat, a gathering of Sabbat for tomorrow night and she wants proof that the real traitor has been dealt with. The Bishop believes you know who was responsible for our betrayal and she wishes you to come before the Covens and perhaps join their ranks.*

How do we get there? When do we leave?

- *I have an RV parked safely near by. With sunrise so close, we can rest here and then leave tomorrow night as soon as you rise from your daysleep. After tonight's battle, I'm sure the Camarilla is already tearing the city apart looking for you all. I wouldn't want to be an Anarch on the streets tonight.*

THE NIGHTMARE COVENS

A group of 3 or 4 Sabbat Packs that have been gathering intelligence and coordinating the logistics of the Gehenna war for years. Bishop Suha has done her best to keep her Packs from joining the front lines. Though she fears these failed mass embraces could break her hold on leadership if she can't convince her followers that someone other than her was solely responsible for the disaster.

Scene 3: Counterattack

The Pack's haven is likely compromised. This could be because Khadija shadowed them, Karim tracked the phone he gave Pus Finger, or the Camarilla spotted them on traffic cameras as they fled the ambush. This Scene is a daytime sequence of horrors as Camarilla ghouls assault their resting place. It is assumed the pack Priest and other NPCs die in this Scene, but the Bishop's ghoul helps guide the PCs to safety. The Daywalker Khadija (see pg. 34) is present and will attempt to kill Pus Finger during the assault, but she's only directly working with the Camarilla to kill the other Sabbat if Karim sold them out. If the PCs were very diligent or lucky, the Storyteller can skip this Scene and assume the Razor Thorns part ways before the esbat.

- *You all awake suddenly to the smell of smoke and the roaring fire that's consuming the outer walls of your haven. Black Jack shoves one of you out of the way as a section of the ceiling collapses and partially crushes him under debris. You all look on in horror as rays of sunlight break through the gap and sear Jack's flesh. His face silently locked in anguish as one of his hands almost instantly crumbles into ash.*

The Pack will have 3 rounds to fend off Camarilla ghouls, avoid sunlight, match blades with Khadija, and follow Bishop Suha's ghoul to the RV camper she has parked a block away. Pus Finger will stay behind to attempt to unpin Black Jack, while Skinner will flay the flesh off of pursuing ghouls with his powers. This is likely the last time the PCs will see them. Allow the PCs to come up with creative ways to handle this situation, but make it clear that if they stand and fight, they will die a final time.

In their dash to safety the PCs must collectively accumulate 15 successes each round or take one of the following consequences. Remind the PCs that they can re-roll dice by spending Willpower and can use Blood Surges. If there are less than 4 PCs reduce the required successes to 10 a round.

SOLD OUT

If the Anarch Karim sells out the Pack (see pg. 18), the Camarilla has a lot more time to prepare their attack. This will include jamming the PCs' phones, sabotaging their vehicles, and murdering any mortal lookouts. Allow PCs a Security or Technology roll at Difficulty 5 and for each Margin of Success allow the Pack to keep a vehicle, retainer, or security feature. Though there is nothing they can do for their phones. Also the first time the PCs get the Wounded consequence, they are Trapped instead.

If the Pack has taken prisoners back to their haven, such as Seneschal Ross or Lazarus, they'll have to figure out how to escape with them. The storyteller should also allow the PCs to sacrifice these prisoners to negate a Wounded or Burned consequence for one of the PCs. Lastly any PC with the power Premonition should be given some cryptic forewarning of this Scene earlier in the Scenario and gets a +2 die bonus on the first round.

Wounded: If the PCs fail by less than 5 they all take Superficial damage equal to the margin of failure.

Burned: If the PCs fail by 10 or more they all take 2 levels of Aggravated fire or sunlight damage.

Trapped: If the PCs gather no successes the first round, they are trapped in their collapsing haven and all take 4 Superficial damage. Black Jack will transform into a wolf and dig them a way out, but will be immediately cut down by automatic weapon fire as he emerges from the rubble. His corpse tumbles into open sunlight and is instantly consumed and burnt to embers and white ash.

Ashes: If the PCs gather no successes in the second or third round, then one of the PCs that was **Burned** in a previous round is consumed by sunlight and burnt to ash. A PC with the Defy Bane Fortitude power can ignore this result once

or sacrifice themselves to save another. Skinner will sacrifice himself for one of the PCs.

Diablerie: If the PCs fail to gather enough successes in two or more rounds, they witness Pus Finger being diablerized by Khadija as they drive away.

If the PCs gather 15 or more successes in a round, they earn one of the following rewards. These benchmarks should all be reduced by 5 if the PCs number less than four.

Slaughter: If the PCs gather 15 or more successes in a round they can heal 1 Superficial Willpower or 2 superficial Health damage as they feast on the mortals attacking them.

Hostage: If the PCs gather 20 or more successes in a round they capture a favored ghoul of the Camarilla court. He could be traded for cash (Resources 2) or interrogated for information (Non-Sabbat Loresheet or Contacts 2). These temporary dots would be awarded during the Epilogue and can only be used once, though Loresheet abilities gained this way remain but give no ability to purchase additional powers from that Loresheet.

Pay back: If the PCs gather 25 or more successes in a round one of them diablerizes Khadija. Her Thinblood does nothing for their generation or Blood Potency, but the diabolist doesn't lose any Humanity and becomes immune to sunlight damage for the rest of the Scene. All of the PCs also gain +1 experience at the Scene's end.

If the storyteller wishes to run this Scene earlier or without compromising the Packs haven beforehand, Lazarus could have easily placed blood stones or other trackers inside their corpses before they were buried. The Camarilla would then have the means to attack them in response to the Alert Clock maxing out (see pg. 25). PCs with Sense the Unseen would be able to detect magical trackers and Heightened Senses could detect the signals of technological devices hidden on them.

Scene 4: The Cathedral

Bishop Suha welcomes the Pack to the Nightmare Covens. Several Sabbat vampires there accuse them of being traitors and Camarilla spies, but the Bishop has brought the Pack here to tell their story. Suha is worried that her rivals will use this opportunity to replace her as Bishop, so she will only publicly support the Pack if they can win the crowd over by presenting evidence of their loyalty to the Sabbat or victory over the Camarilla.

- *The ghoul called Tower leads you through back alleys and shattered neighborhoods until you arrive at the ruins of a cathedral. Before a cracked altar, a massive bonfire of smashed pews burns. From the shadows you can all see the gleaming bestial eyes of more than a dozen gathered vampires. A small olive skinned woman dressed in black takes a place of authority behind the altar and all eyes turn to her as she addresses your Pack. "Welcome brothers, sisters, and comrades. I am Suha, Bishop of the Nightmare Covens. Have you brought us our traitor?"*

If the Pack has captured Laz or has proof that they killed the Seneschal, this will silence her detractors and Suha will openly welcome them into the Nightmare Covens. If the Pack is silent about their deeds or overly belligerent they may have to engage in a modified Social Combat to convince the assembled Sabbat of Lazarus's guilt and of their innocence. If they succeed they can stay and form their own Pack as part of the covens if they wish. But if they fail, they must leave the next night or be destroyed. Regardless of the outcome, Suha performs The Binding ritae to anoint them as a new Pack with a new Priest. Since everyone in the Pack will be rewarded a dot in the Ritae Background after completing this Scenario (see Rewards pg. 33), any of the PCs can serve as the new Priest. The PCs should pick a Pack name and Pack type (see TBH:PtS pg. 46), or use the Grave Choices table to generate a Pack name randomly (see pg. 41). They can even take on the name Razor Thorns if Pus Finger, Skinner, and Black Jack didn't make it.

Chasing Shadows

If the Pack cannot produce Lazarus or prove her betrayal, they will have to convince a very hostile audience that they are loyal Sabbat. This requires them to gather 12 Successes over the course of 3 rounds. Every round they fail to gather enough successes, they all take 1 Aggravated Willpower damage. Once a character's Willpower track has been filled, they become Impaired and cannot argue further. Up to three characters a round may plead with the assembled Sabbat vampires on the grounds of their Faith, Loyalty, or Freedom. If they have proof they destroyed the Seneschal, Bishop Suha will publicly side with the Pack after the 3rd round, increasing their successes by +4.

Faith: Intelligence + Occult or Academics. Your actions were guided by Caine or Lilith.

Loyalty: Charisma + Insight or Politics. You stayed true to your mission despite the odds.

Freedom: Resolve + Subterfuge or Persuasion. You had a choice, and you chose the Sabbat. Forever.

Epilogue

After the Pack decides if they wish to become Nomads or settle down among the Nightmare Covens if they can, they will quickly discover that other Sabbat now treat them as full equals instead of clueless shovelheads. The Anarchs may want to work with them again if they didn't blow their cover and the Camarilla will certainly be looking for revenge after they murdered such a high ranking court officer. If Eveline Lazarus was a double agent working for the Seraphim Nawal bint Hawa (see TBH:PtS pg. 124), the Banu Haqim elder may contact the Pack through her pawns to settle the debt they now owe her for disrupting her plans. This could be an interesting way for the PCs to gain a powerful Seraphim of the Black Hand as their mentor or adversary.

Rewards

Give PCs +1 experience at the end of each Act in addition to their normal experience rewards and +1 additional experience if they finished the Scenario while adhering to its Tenets (see pg. 8). At the end of the Scenario the PCs gain the initial dot in the Ritae Background (see TBH: PtS pg. 93).

The Pack may also gains 3 dots in one of the following Backgrounds as appropriate for their choices during the Scenario at no cost: Allies (Nightmare Covens), Mawla (Karim or Bishop Suha), or a Loresheet (Graveyard Shift or The Nightmare Covens). If the Pack destroyed Seneschal Ross they will also receive 1 dot in Status (Sabbat) and 2 dots in Enemy (Prince Makim). If they did this without revealing they were Sabbat to Karim or Khadija the Immortal, they'll also get 1 dot in Status (Anarch).

Lastly, if the Pack fails to convince the Nightmare Covens of their loyalty and is forced to leave, the Pack receives the Status flaw Suspect (Sabbat).

After picking a Pack Type and forming a new Pack, the PCs will also be able to spend their Pack dots (see TBH:PtS pg. 45) to buy Pack Backgrounds, Arena Traits, or even a Pack Loresheet. The PCs can use the blank Pack Map on pg. 46 to record their choices.

SCENARIO LORESHEETS

Scenario Loresheets can only be taken by a PC that has completed the linked Scenario. PCs can have levels from as many Scenario Loresheets as they wish. Levels from a Scenario Loresheet can be taken by a Pack or by an individual, but their effects never stack. Scenario Loresheets do not count towards the usual loresheet limit of their Chronicle at the Storyteller's discretion. The Graveyard Shift loresheet can be counted as a Scenario Loresheet if the Storyteller wishes to make them a larger part of the story.

Extras

This section includes antagonists and printable Night/Alert clocks to help the Storyteller track the player characters actions.

The Antagonists

The NPCs below provide obstacles and opportunities for the Pack. Their die pools are listed as well as some of their more notable powers. Feel free to give the named antagonists more powers and abilities to better suite your Chronicle.

Ash and Mia (Anarch Thin-bloods)

Difficulty: 3/1
Common Pools: Physical 5, Social 5, Mental 4
Exceptional Pools: Performance or Intimidation 7
Gen: 15 **Blood Potency:** 0
Health: 5 **Willpower:** 4

Karim (Anarch)

Difficulty: 3/1
Common Pools: Physical 8, Social 6, Mental 5
Exceptional Pools: Politics 6, Resolve 7
Notable Powers: Celerity (Rapid Reflexes, Blink)
Gen: 13 **Blood Potency:** 1
Health: 7 **Willpower:** 5

Khadija the Immortal (Thin-blood)

Difficulty: 4/2
Common Pools: Physical 6, Social 6, Mental 6
Exceptional Pools: Melee 8, Stealth 8
Notable Powers: Celerity (Rapid Reflexes)
Merits: Daywalker (Immune to Sunlight)
Gen: 14 **Blood Potency:** 0
Health: 7 **Willpower:** 5

Blood Starved Eels (Animal Ghouls)

Difficulty: 2/1
Common Pools: Physical 5, Social 3, Mental 3
Exceptional Pools: Stealth 6
Notable Powers: Potence (Lethal Body)
Health: 3 **Willpower:** 2

Territorial Lupine (Crinos Werewolf)

Difficulty: 5/1
Common Pools: Physical 10, Social 3, Mental 5
Exceptional Pools: Resolve 7
Notable Powers: Celerity (Rapid Reflexes, Blink), Obfuscate (Cloak of Shadows), Protean (Feral Weapons, Shapechange)
Health: 12 **Willpower:** 5

Bryn Morrissey (Camarilla Ventrue)

Difficulty: 3/2
Common Pools: Physical 5, Social 7, Mental 6
Exceptional Pools: Firearms 6, Resolve 7
Notable Powers: Fortitude (Unswayable Mind), Presence (Dread Gaze)
Gen: 11 **Blood Potency:** 2
Health: 7 **Willpower:** 5

Seneschal Margaret "Mags" Ross (Camarilla Banu Haqim)

Difficulty: 4/2
Common Pools: Physical 5, Social 6, Mental 6
Exceptional Pools: Melee 6, Persuasion 6, Powers 7
Notable Powers: Blood Sorcery (Cauldron of Blood), Celerity (Rapid Reflexes, Blink)
Gen: 11 **Blood Potency:** 3
Health: 6 **Willpower:** 7

Declan White (Camarilla Tremere)

Difficulty: 4/2
Common Pools: Physical 4, Social 5, Mental 7
Exceptional Pools: Awareness 7, Occult 8, Powers 7
Notable Powers: Auspex (Sense the Unseen), Dominate (Terminal Decree)
Gen: 13 **Blood Potency:** 1
Health: 5 **Willpower:** 6

Eveline "Laz" Lazarus (Lasombra)

Difficulty: 3/3
Common Pools: Physical 6, Social 4, Mental 6
Exceptional Pools: Brawl 7, Powers 7, Resolve 7
Notable Powers: Potence (Prowess), Obfuscate (Arms of the Abyss, Vanish)
Gen: 12 **Blood Potency:** 2
Health: 8 **Willpower:** 6

Camarilla Enforcer or Anarch Brute

Difficulty: 3/1
Common Pools: Physical 6, Social 4, Mental 3
Exceptional Pools: Firearms 6
Notable Powers: Celerity (Rapid Reflexes), Protean (Feral Weapons)
Gen: 13 **Blood Potency**: 1
Health: 5 **Willpower**: 3

Fuad "Butcher" Boumed (Lasombra)

Difficulty: 4/1
Common Pools: Physical 8, Social 6, Mental 5
Exceptional Pools: Powers 6, Resolve 7
Notable Powers: Presence (Bring it on), Obfuscate (Arms of the Abyss), Potence (Juggernaut)
Gen: 11 **Blood Potency**: 2
Health: 7 **Willpower**: 5

Ghoul Soldiers (Camarilla Ghouls)

Difficulty: 2/1
Common Pools: Physical 4, Social 4, Mental 6
Exceptional Pools: Firearms 6, Melee 6, Resolve 6
Notable Powers: Protean (Eyes of the Beast)
Health: 4 **Armor**: 4 **Willpower**: 3

Bishop Suha (Sabbat Ravnos)

Difficulty: 4/3
Common Pools: Physical 5, Social 4, Mental 7
Exceptional Pools: Brawl 6, Occult 8, Powers 8
Notable Powers: Blood Sorcery (Cauldron Blood), Obfuscate (Vanish)
Gen: 11 **Blood Potency**: 3
Health: 7 **Willpower**: 7

Nightmare Coven Vampire (Sabbat)

Difficulty: 3/2
Common Pools: Physical 5, Social 6, Mental 5
Notable Powers: Obfuscate (Vanish) or Presence (Dread Gaze)
Gen: 13 **Blood Potency**: 1
Health: 6 **Willpower**: 5

Random Shovel Head (Sabbat)

Difficulty: 2/1
Common Pools: Physical 5, Social 6, Mental 5
Notable Powers: Potence (Lethal Body)
Gen: 14 **Blood Potency**: 1
Health: 4 **Willpower**: 3

LASOMBRA OBTENEBRATION

Fuad and Eveline have Obfuscate as a clan discipline instead of Oblivion and use Obtenebration, Obfuscate amalgams layered with Dominate or Potence.

Obfuscate

Level 2

ARMS OF THE ABYSS

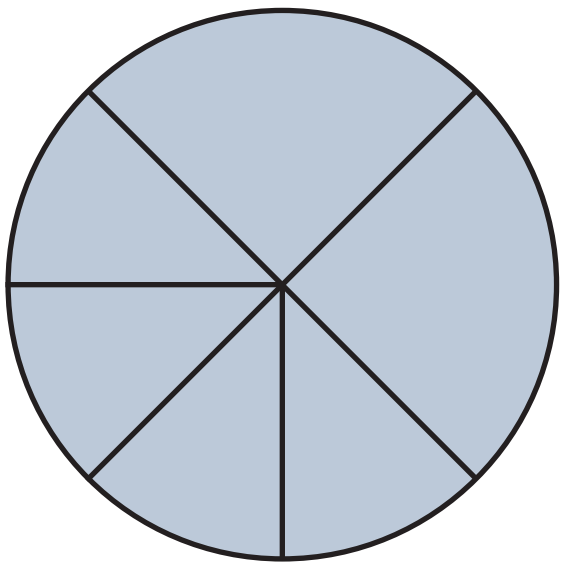
- **Amalgam:** Dominate 1

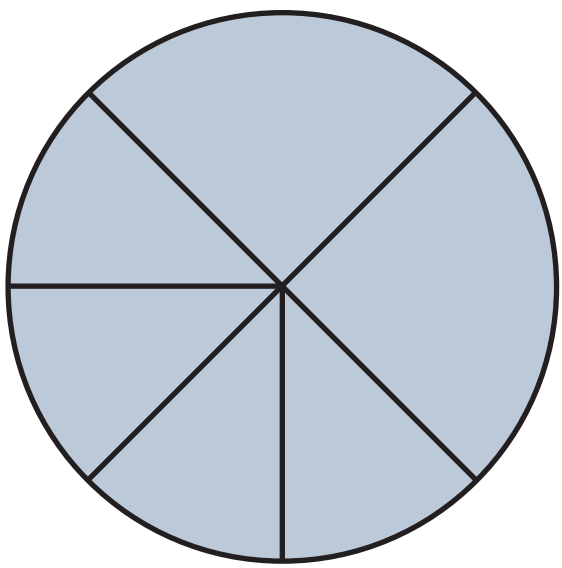
You imbue the shadows with the strength of your will and a mass of grasping tentacles burst from the dark to restrain your foes.

- **Cost:** One Rouse Check
- **System:** You target up to 3 victims or erect a wall of writhing shadow within 10 meters. Unprepared or Weak mortals are instantly torn apart or smothered, while others may attempt to evade the tentacles with a Strength + Brawl roll vs. your Wits + Obfuscate roll. These tentacles have Health levels equal to yout Obfuscate and take damage as a vampire, though damage from sunlight instantly destroys them. While the tentacles can be directed at new targets as a minor action, they have no fine manipulation or subtlety. Reactivating this power dismisses the arms and summon new ones.
- **Obtenebration:** You may choose to take a number of Stains equal to the margin of failure on your Rouse check instead of taking Hunger.
- **Duration:** One Scene

The Night Clocks

Our Graves are Empty uses two Night Clocks. These six segment circles fill with "ticks" as the PCs take actions on the 1st and 2nd night before the attack on the Mirth Street Coterie. When the 1st Night Clock is filled the Pack returns to their haven to sleep out the day. When the 2nd Night Clock is filled, move on to Act 3 and the ambush. After the first two ticks are filled in a Night Clock, the Storyteller should remind the PCs of their limited time. It's also a good time to throw curve balls and unexpected problems at them.

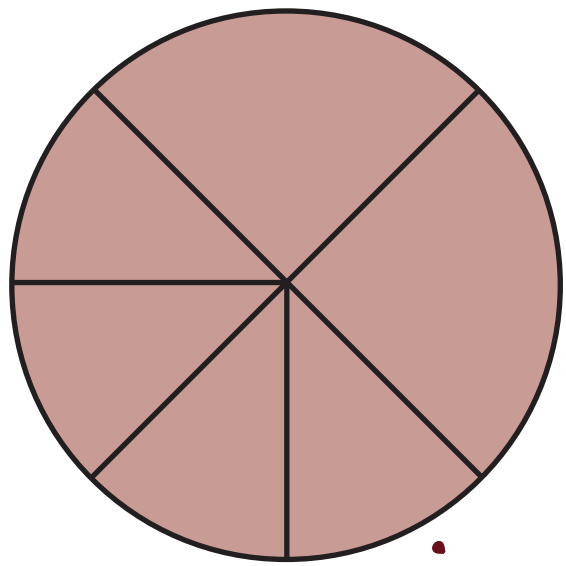




The Alert Clock

Our Graves are Empty uses one Alert Clock. This six segment circle fills with "ticks" as the PCs take actions that can alert Seneschal Ross and the Mirth Street Coterie that the Sabbat are still in the city and preparing an attack. Once the Alert Clock is filled, the ambush becomes a suicide mission. PCs with Premonition powers should be warned that their fate is sealed. Eveline Lazarus will no longer be at the Bottleneck. Instead two Camarilla Enforcers (see pg. 34) will be there with the Seneschal, Declan White, and their ghouls. Any attempts to surprise them or catch them unaware will have a Difficulty of 8.

After the first two ticks are filled in the Alert Clock, the PCs should notice an increased police presence on the street and if they venture to nicer parts of town, they'll see armed private security forces guarding key buildings and intersections.



Grave Choices

These tables allow players to complete their characters from prompts in Act 1 or create random characters or even entire Sabbat Packs.

Sabbat Character Creation Rites

MORTAL FATE (TABLE 1.1)

ROLL	CARD	MORTAL AMBITION	CONVICTION (TOUCHSTONE)
1	Death	Forgive yourself	You're only human (Your Sibling)
2	The Devil	Get rich or die trying	You deserve the best (Your Lover)
3	The World	Pay it forward, make a difference	We live in a society (Your Neighbor)
4	The Moon	Impress the world with your talent	Never believe the haters (Your BFF)
5	The Hermit	Keep your family safe	Never harm the innocent (Your Child)
6	The Lovers	Find true love	Give love a chance (Your Partner)
7	The Fool	Save the world	Believe in people (Your Sibling)
8	The Magician	Gain power over others	Never give up (Your Teacher)
9	The Empress	Raise a family	Never harm the innocent (Your Parent)
10	The Tower	Never get hurt again	Never risk yourself (Your Parent)

UNEARTHED DESIRES (TABLE 1.2)

ROLL	CARD	DESIRE
1	Death	Humiliate an enemy
2	The Devil	Impress your Pack
3	The World	Prove your worthy of undeath
4	The Moon	Pass as living among mortals
5	The Hermit	Terrify a mortal into submission
6	The Lovers	Test yourself in the face of fire
7	The Fool	Keep your Beast in check
8	The Magician	Let your Beast loose
9	The Empress	Feed on elder blood
10	The Tower	Commit Diablerie

BLOODLINE (TABLE 1.3)

ROLL	CARD	ANTITRIBU CLAN	DISCIPLINE LEVEL: POWERS
1	Death	Banu Haqim	Celerity 2: Rapid Reflexes, Fleetness / Blood Sorcery 1: A Taste for Blood
2	The Devil	Brujah	Presence 2: Awe, Predator's Lure / Celerity 1: Rapid Reflexes
3	The World	Gangrel	Protean 2: Eyes of the Beast, Feral Weapons / Fortitude 1: Resilience
4	The Moon	Malkavian	Auspex 2: Sense the Unseen, Dreams of the Past / Obfuscate 1: Cloak of Shadows
5	The Hermit	Nosferatu	Obfuscate 2: Cloak of Shadows, Unseen Passage / Animalism 1: Bond Famulus
6	The Lovers	Caitiff	Fortitude 2: Resilience, Toughness / Animalism 1: Bond Famulus
7	The Fool	Ravnos	Presence 1: Daunt / Obfuscate 2: Cloak of Shadows, River of Dreams
8	The Magician	Tremere	Blood Sorcery 2: Chains of Morpheus, Breath of the Lotus Eaters / Auspex 1: Sense the Unseen
9	The Empress	Tzimsce	Protean 2: Trophy Hunter, Flense / Dominate 1: Cloud Memory
10	The Tower	Tzimisce	Dominate 2: Compel, Mesmerize / Animalism 1: Thrill of the Hunt

SABBAT PREDATOR TYPE (TABLE 2)

ROLL	CARD	PREDATOR TYPE	EXTRA DISCIPLINE LEVELS	BLOOD POTENCY	HUMANITY
1	Death	Ripper	Protean +1 & Obfuscate +1	2	5
2	The Devil	Reclaimer	Blood Sorcery +1 & Protean +1	2	5
3	The World	Reclaimer	Blood Sorcery +1 & Protean +	2	5
4	The Moon	Hedonist	Presence +1 & Potence +1	1	6
5	The Hermit	Hedonist	Presence +1 & Potence +1	1	6
6	The Lovers	Scavenger	Oblivion +1 & Fortitude +1	1	6
7	The Fool	Domina	Potence +1 & Dominate +1	1	6
8	The Magician	Masochist	Fortitude +1 & Auspex +1	1	6
9	The Empress	Executioner	Potence +1 & Auspex +1	1	6
10	The Tower	Absolver	Dominate +1 & Presence +1	1	6

PATH OF ENLIGHTENMENT (TABLE 3)

ROLL	CARD	PATH OF ENLIGHTENMENT	PATH CONVICTION (TOUCHSTONE RITAE)
1	Death	Death and the Soul	Never fear death (Vaulderie)
2	The Devil	Cathari	Rules are meant to be broken (Vaulderie)
3	The World	Cathari	Indulge every temptation (Vaulderie)
4	The Moon	Cathari	Punish the unworthy (Vaulderie)
5	The Hermit	Cathari	You can't change fate (Vaulderie)
6	The Lovers	Caine	Reject the mortal world (Vaulderie)
7	The Fool	Caine	The strongest eat first (Vaulderie)
8	The Magician	Lilith	Never fear the truth (Vaulderie)
9	The Empress	Lilith	Pain is the greatest teacher (Vaulderie)
10	The Tower	Power and the Inner Voice	Might makes right (Vaulderie)

Sabbat Nicknames

FIRST NAME (TABLE 4.1)

ROLL	CARD	ADJECTIVE
1	Death	Big
2	The Devil	Rot
3	The World	Blood
4	The Moon	Short
5	The Hermit	Pus
6	The Lovers	Slurp
7	The Fool	Sip
8	The Magician	Red
9	The Empress	Green
10	The Tower	Crossed

LAST NAME (TABLE 4.2)

ROLL	CARD	BODY PART
1	Death	Mouth
2	The Devil	Fangs
3	The World	Eye
4	The Moon	Tooth
5	The Hermit	Foot
6	The Lovers	Head
7	The Fool	Guts
8	The Magician	Neck
9	The Empress	Back
10	The Tower	Hands

FIRST OR LAST NAME (TABLE 4.3)

ROLL	CARD	ADJECTIVE
1	Death	Hawk
2	The Devil	Dog
3	The World	Rat
4	The Moon	Owl
5	The Hermit	Jaguar
6	The Lovers	Cat
7	The Fool	Maggot
8	The Magician	Fly
9	The Empress	Moth
10	The Tower	Tick

FIRST OR LAST NAME (TABLE 4.4)

ROLL	CARD	PLANETS AND TAROT
1	Death	Mars
2	The Devil	Moon
3	The World	Jupiter
4	The Moon	Mercury
5	The Hermit	Sun
6	The Lovers	Fool
7	The Fool	Tower
8	The Magician	Hermit
9	The Empress	Death
10	The Tower	World

Sabbat Pack Names

PREFIX (TABLE 5.1)

ROLL	CARD	PREFIX
1	Death	Razor
2	The Devil	Bloody
3	The World	Angel
4	The Moon	Ravenous
5	The Hermit	Sword's
6	The Lovers	Violent
7	The Fool	Eaters of
8	The Magician	Knights of
9	The Empress	Shepherds of
10	The Tower	Masters of

SURNAME (TABLE 5.2)

ROLL	CARD	SURNAME
1	Death	Thorns
2	The Devil	Flesh
3	The World	Redemption
4	The Moon	Damnation
5	The Hermit	Eternity
6	The Lovers	Roses
7	The Fool	Rats
8	The Magician	Dogs
9	The Empress	Bulls
10	The Tower	Wire

OPTIONAL SUFFIX, PREFIX, OR ADJECTIVE (TABLE 5.3)

ROLL	CARD	OPTIONAL MODIFIER
1	Death	Reborn
2	The Devil	Returned
3	The World	Interred
4	The Moon	Buried
5	The Hermit	Entombed
6	The Lovers	Unbound
7	The Fool	Unchained
8	The Magician	Unleashed
9	The Empress	Enochian or Caine's
10	The Tower	Lilin or Lilitu

RAZOR THORNS REBORN

We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far.

— HP LOVECRAFT, THE CALL OF CTHULHU

A Sabbat Pack with a history stretching back to the 1990s. The Razor Thorns are here to support the Nightmare Covens and destroy Seneschal Ross.

The Veterans

These Sabbat are the core of the Razor Thorns Pack. They are inhuman and brutal and hope to mold the player characters in their own image. These Cainites are older Neonates and Ancillae and know the Sabbat's Ritae, lore, and history well.

Pus Finger (The Priest)

A curious Nosferatu recently returned from the Gehenna War. He is on the Path of Caine, but is able to teach the basics of any Sabbat Path. Pus Fingers suspects there's a traitor among the other Sabbat and plans to complete the mission without them, but could easily be convinced to investigate a promising lead given his clan's hunger for secrets.

Common Die Pools: Physical 5, Social 3, Mental 6
Exceptional Die Pools: Brawl 7, Powers 6
Notable Powers: Obfuscate (Unseen Passage, Vanish)
Health: 6 **Willpower:** 6

Skinner (The Den Mother)

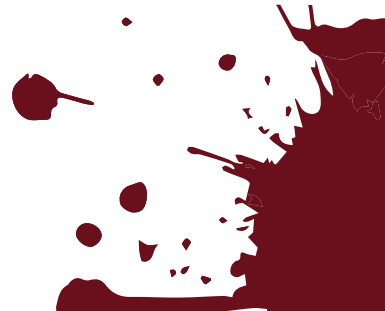
Skinner is on Cathari and obsessively clings to mementos of their mortal identity. They are very protective of the shovelheads, especially other Tzimisce. While eccentric, Skinner is usually calm, empathic, and willing to comfort new vampires. This facade quickly melts away to savagery if the Pack is ever endangered.

Common Die Pools: Physical 4, Social 6, Mental 5
Exceptional Die Pools: Composure 7, Powers 6
Notable Powers: Protean (Flense, Fleshcraft)
Health: 6 **Willpower:** 7

Black Jack (The Guard Dog)

An unnervingly quiet devotee of Death and the Soul, Black Jack has stripped themselves of their mortal identity. This perpetually barefoot Gangrel often wears the shredded and blood smeared clothing of their last victim, and it's almost impossible to pass for mortal or non-Sabbat when Black Jack is present. They carry a silver combat knife.

Common Die Pools: Physical 6, Social 4, Mental 4
Exceptional Die Pools: Brawl 8, Powers 6
Notable Powers: Protean (Shapechange: Wolf), Fortitude (Resilience)
Health: 9 **Willpower:** 5



The Shovelheads

Players should be given one of these templates if they start the Scenario buried. They fill in a character sheet during Act I as directed by the Storyteller. These character templates are named by how or where the Sabbat kidnapped them. If the Storyteller and players prefer, completed charaters are included for each template starting on pg. 47.

Lost in the Cubicles

You were working late and just packing up for the night when you heard a noise. You thought about ignoring it, and just going home, but you decided to check it out. That's when they grabbed you. You tried to get back to the phone on your desk, but it was too late.

Attributes: Phys (Str 3 Dex 1 Sta 2), Soc (Cha 4 Man 2 Com 3), Men (Wit 2 Int 3 Res 2)

Skills (Specialties): Athletics 1, Brawl 2, Insight 2, Finance 3 (Data Forensics), Drive 1, Medicine 1, Performance 2 (Piano), Persuasion 4, Subterfuge 3, Technology 3

Health: 5 **Willpower:** 5 **Humanity:** 7

Possessions: Company key card, a bundle of old keys, $50 gift card to Target

Abandoned at Home

You weren't expecting anyone that night. You were home alone when the doorbell rang. You told yourself not to let them in. You told yourself to ignore the buzzer, but then you heard a gentle voice pleading for help on the other side of the door. The last thing you remember is turning the lock.

Attributes: Phys (Str 2 Dex 2 Sta 3), Soc (Cha 2 Man 1 Com 3), Men (Wit 4 Int 3 Res 3)

Skills (Specialty): Animal Ken 1, Athletics 1, Brawl 2, Awareness 4, Drive 1, Investigation 3, Occult 3, Persuasion 2, Politics 3 (Conspiracy), Technology 2

Health: 6 **Willpower:** 6 **Humanity:** 7

Possessions: A lighter, an empty wallet, a torn photograph of a young man, $10

Found in a Car Park

You saw them out of the corner of your eye. A leather clad gang right off the cover of a 90s album. You hustled to your parking spot, looking over your shoulder at every shadow. When you got to your car, they were waiting for you. Silent. Smiling.

Attributes: Phys (Str 2 Dex 3 Sta 3), Soc (Cha 2 Man 2 Com 3), Men (Wit 2 Int 4 Res 1)

Skills (Specialties): Animal Ken 2, Brawl 2, Awareness 3, Drive 1, Intimidation 3, Leadership 1, Larceny 3 (Hotwire), Stealth 1, Streetwise 3, Subterfuge 4, Technology 2

Health: 6 **Willpower:** 4 **Humanity:** 7

Possessions: Car keys, an old receipt, empty can of pepper spray, $20

Stranded by the Road

It was just after sunset when you pulled over to the side of the road. Their truck was broken down and you thought they needed help. Then their faces changed and you had to run for it. You tried to fend them off, but you were no match for their fangs and claws.

Attributes: Phys (Str 4 Dex 1 Sta 3), Soc (Cha 2 Man 1 Com 3), Men (Wit 2 Int 2 Res 3)

Skills (Specialties): Athletics 3, Animal Ken 3, Brawl 3, Awareness 2, Craft 2 (Repair), Drive 1, Intimidation 2, Firearms 1, Survival 4, Technology 1

Health: 6 **Willpower:** 6 **Humanity:** 7

Possessions: Snapped tire iron, car keys, broken flip phone

Drowning at the Bar

You were always the last to leave the club, but that night you had some company. A rough looking and generous barfly. You were just heading to a late night party with some of their friends when things got weird. You knew they were going to kill. You didn't know they were going to bring you back.

Attributes: Phys (Str 3 Dex 2 Sta 4), Soc (Cha 2 Man 2 Com 3), Men (Wit 3 Int 2 Res 1)

Skills (Specialties): Academics 1, Brawl 3, Awareness 2, Insight 3, Investigation 3, Melee 2, Persuasion 1, Stealth 1, Subterfuge 4 (Threats), Technology 2

Health: 7 **Willpower:** 4 **Humanity:** 7

Possessions: Matchbook with a phone number written on it, uncharged smartphone, out of state drivers license, $20 in singles

A Scholar far from Home

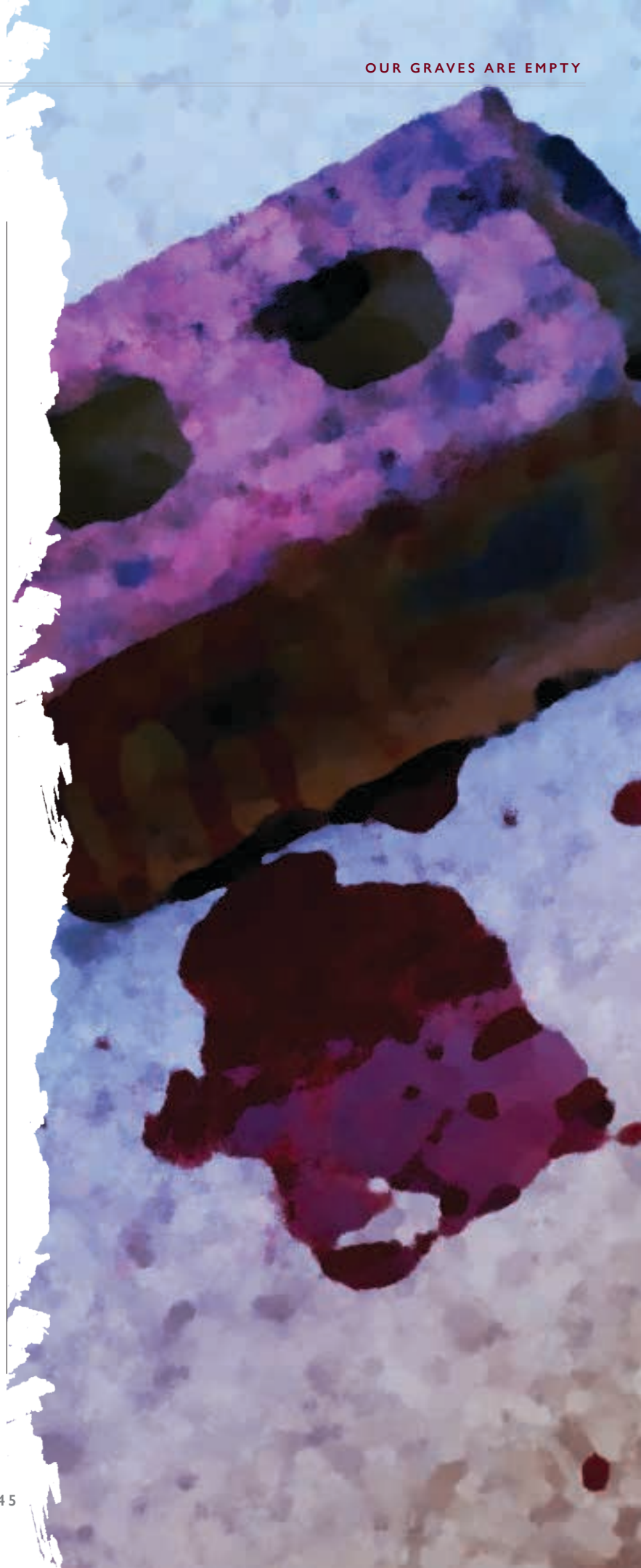
Your last class ran late and you were rushing back to your dorm when you saw them stalking you. You screamed and tried to run but they chased you down on the quad. You screamed but nobody came. You saw other students in the windows, just taking videos with their phones as you were dragged into a car.

Attributes: Phys (Str 2 Dex 3 Sta 2), Soc (Cha 1 Man 2 Com 3), Men (Wit 3 Int 4 Res 2)

Skills (Specialties): Animal Ken 1, Academics 3 (Research), Brawl 2, Awareness 3, Finance 1, Investigation 2, Occult 3, Persuasion 2, Science 1, Technology 4

Health: 5 **Willpower:** 5 **Humanity:** 7

Possessions: School ID, campus meal card, smashed smartphone



Pack Ritae

Pack Name

PACK TYPE:

Pack Traits

Arena:

Rove: *Grasp:* *Clout:*

Merits:

Flaws:

Scenario Tenets

- *Leave the past behind*
- *Freedom requires sacrifice*
- *Never deny the truth*

THE BLACK HAND

PLAYING THE SABBAT

NAME:

AMBITION: Keep your family safe

ANTITRIBU CLAN: Brujah

CONCEPT: Lost in the Cubicles

DESIRE: Test yourself in the face of fire

GENERATION: 13

CHRONICLE: Our Graves are Empty

PREDATOR TYPE: Absolver

PATH: Path of Death and the Soul

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●OO	Charisma	●●●●O	Intelligence	●●●OO
Dexterity	●OOOO	Manipulation	●●OOO	Wits	●●OOO
Stamina	●●OOO	Composure	●●●OO	Resolve	●●OOO

SKILLS

Athletics	●OOOO	Animal Ken	OOOOO	Academics	OOOOO
Brawl	●●OOO	Etiquette	OOOOO	Awareness	OOOOO
Craft	OOOOO	Insight	●●OOO	Finance Data Forensics	●●●OO
Drive	●OOOO	Intimidation	OOOOO	Investigation	OOOOO
Firearms	OOOOO	Leadership	OOOOO	Medicine	●OOOO
Larceny	OOOOO	Performance Piano	●●OOO	Occult	OOOOO
Melee	OOOOO	Persuasion Gaslighting	●●●●O	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge	●●●OO	Technology	●●●OO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Your Child) Never harm the innocent	Bane: Rage
Freedom Requires Sacrifice	(Vaulderie) Never fear death	Clan Comp: Rebellion
Never Deny the Truth		Path Comp: Necro-Curious

DISCIPLINES

Celerity	●OOOO		OOOOO
1 Rapid Reflexes		1	
2		2	
3		3	
4		4	
5		5	
Presence	●●●OO		OOOOO
1 Awe		1	
2 Predator's Lure 1RC		2	
3 Dread Gaze 1RC		3	
4		4	
5		5	
Dominate	●OOOO		OOOOO
1 Compel		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

□□□□□ ■■■■■ ■■■■■

WILLPOWER

□□□□□ ■■■■■ ■■■■■

HUMANITY

□□□□□ □■■■■

HUNGER

□□□□□

BLOOD POTENCY

● O O O O O O O O O O

Blood Surge: +2	Mend Amount: 1
Power Bonus: +0	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: None	Bane Severity: 2
RESONANCE	HUNTING: Wits + Persuasion

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

Haven	●OOOO
Herd	●●OOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

MERITS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

FLAWS

Dark Secret (mortal ties)	●●OOO
Death Wish	●OOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

HAVEN

No Haven? ☐ Haven Rating: OOOOO

	OOOOO
	OOOOO
	OOOOO
	OOOOO

EXPERIENCE

Total: _____

Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: You were working late and just packing up for the night when you heard a noise. You thought about ignoring it and just going home, but you decided to check it out. That's when they grabbed you. You tried to get back to the phone on your desk, but it was too late.

POSSESSIONS

Company key card, a bundle of old keys, $50 gift card to Target

NOTES

Death Wish flaw: Only draining a willing mortal can set your Hunger to zero

Dark Secret flaw: Your connections to the mortal world are forbidden in the Sabbat

Haven: A safe place to sleep

Herd: A reliable source of blood

THE BLACK HAND

PLAYING THE SABBAT

NAME:

CONCEPT: Abandoned at Home

CHRONICLE: Our Graves are Empty

AMBITION: Get rich or die trying

DESIRE: Humiliate an enemy

PREDATOR TYPE: Scavenger

ANTITRIBU CLAN: Banu Haqim

GENERATION: 13

PATH: Path of Caine

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●OOO	Charisma	●●OOO	Intelligence	●●●OO
Dexterity	●●OOO	Manipulation	●OOOO	Wits	●●●●O
Stamina	●●●OO	Composure	●●●OO	Resolve	●●●OO

SKILLS

Athletics	Digging ●OOOO	Animal Ken	●OOOO	Academics	OOOOO
Brawl	●●OOO	Etiquette	OOOOO	Awareness	●●●●O
Craft	OOOOO	Insight	OOOOO	Finance	OOOOO
Drive	●OOOO	Intimidation	OOOOO	Investigation	●●●OO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	●●●OO
Melee	OOOOO	Persuasion	●●OOO	Politics	Conspiracies ●●●OO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge	OOOOO	Technology	●●OOO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Your Lover) You deserve the best	Bane: Blood Addict
Freedom Requires Sacrifice	(Vaulderie) The strongest eat first	Clan Comp: Judgemental
Never Deny the Truth		Path Comp: Voracious

DISCIPLINES

Obfuscate	●OOOO	Fortitude	●OOOO
1 Silence of Death		1 Resilience	
2		2	
3		3	
4		4	
5		5	
Celerity	●●OOO		OOOOO
1 Rapid Reflexes		1	
2 Fleetness 1RC		2	
3		3	
4		4	
5		5	
Oblivion	●OOOO		OOOOO
1 Oblivion's Sight		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

□□□□□ □□■■■ ■■■■■

WILLPOWER

□□□□□ □■■■■ ■■■■■

HUMANITY

□□□□□ □■■■■

HUNGER

□□□□□

BLOOD POTENCY

● O O O O O O O O O O

Blood Surge: +2	Mend Amount: 1
Power Bonus: +0	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: None	Bane Severity: 2
RESONANCE	HUNTING: Stamina + Occult

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

MERITS

Feeding, Iron Gullet	●●●OO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

FLAWS

Bad Taste	●OOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

HAVEN

No Haven? ☐ Haven Rating: OOOOO

	OOOOO
	OOOOO
	OOOOO
	OOOOO

EXPERIENCE

Total: _____

Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: You weren't expecting anyone that night. You were home alone when the doorbell rang. You told yourself not to let them in. You told yourself to ignore the buzzer, but then you heard a gentle voice pleading for help on the other side of the door. The last thing you remember is turning the lock.

POSSESSIONS

A lighter, an empty wallet, a torn photograph of a young man, $10

NOTES

When you feed directly from a corpse or spirit, gain the Melancholy Resonance.

Bad Taste Flaw: Only draining a freshly exhumed corpse sets your Hunger to zero

Iron Gullet: You can drink old or bagged blood without issue

THE BLACK HAND

PLAYING THE SABBAT

NAME:

AMBITION: Forgive yourself

ANTITRIBU CLAN: Malkavian

CONCEPT: Found in a Car Park

DESIRE: Feed on elder blood

GENERATION: 13

CHRONICLE: Our Graves are Empty

PREDATOR TYPE: Ripper

PATH: Path of Power and the Inner Voice

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●OOO	Charisma	●●OOO	Intelligence	●●●●O
Dexterity	●●●OO	Manipulation	●●OOO	Wits	●●OOO
Stamina	●●●OO	Composure	●●●OO	Resolve	●OOOO

SKILLS

Athletics	OOOOO	Animal Ken Predator	●●OOO	Academics	OOOOO
Brawl	●●OOO	Etiquette	OOOOO	Awareness	●●●OO
Craft	OOOOO	Insight	OOOOO	Finance	OOOOO
Drive	●OOOO	Intimidation	●●●OO	Investigation	OOOOO
Firearms	OOOOO	Leadership	●OOOO	Medicine	OOOOO
Larceny Hotwire	●●●OO	Performance	OOOOO	Occult	OOOOO
Melee	OOOOO	Persuasion	OOOOO	Politics	OOOOO
Stealth	●OOOO	Streetwise	●●●OO	Science	OOOOO
Survival	OOOOO	Subterfuge	●●●●O	Technology	●●OOO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Your Sibling) You're only human	Bane: Deranged
Freedom Requires Sacrifice	(Vaulderie) Might makes right	Clan Comp: Delusion
Never Deny the Truth		Path Comp: Supremacy

DISCIPLINES

Auspex	●●OOO		OOOOO
1 Sense the Unseen		1	
2 Dreams of the Past 1RC		2	
3		3	
4		4	
5		5	
Obfuscate	●OOOO		OOOOO
1 Cloak of Shadows		1	
2 Unseen Passage 1RC		2	
3		3	
4		4	
5		5	
Protean	●OOOO		OOOOO
1 Blindsight		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

□□□□□ □■■■■ ■■■■■

WILLPOWER

□□□□■ ■■■■■ ■■■■■

HUMANITY

□□□□□ ■■■■■

HUNGER

□□□□□

BLOOD POTENCY

●●OOO OOOOO

Blood Surge: +2	Mend Amount: 2
Power Bonus: +1	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: 1/2 animals/bag	Bane Severity: 2
RESONANCE	HUNTING
	Wits + Animal Ken

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

MERITS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

FLAWS

Feeding, Organovore	●●OOO
Bestial Hunger	●OOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

HAVEN

No Haven? ☐ Haven Rating: OOOOO

	OOOOO
	OOOOO
	OOOOO
	OOOOO

EXPERIENCE

Total:

Spent:

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ **Apparent Age:** ____ **Date of Birth:** _____ **Date of Death:** _____

Appearance:

Distinguishing Features:

History: You saw them out of the corner of your eye. A leather clad gang right off the cover of a 90s album. You hustled to your parking spot, looking over your shoulder at every shadow. When you got to your car, they were waiting for you. Silent. Smiling.

POSSESSIONS

Car keys, an old receipt, empty can of pepper spray, $20

NOTES

Bestial Hunger Flaw: You can only set your Hunger to zero by consuming your victim's heart

You slake one extra Hunger when you hunt alone

Organovore: Only eating flesh slakes your Hunger

THE BLACK HAND

PLAYING THE SABBAT

NAME:

AMBITION: Find true love

ANTITRIBU CLAN: Ravnos

CONCEPT: Stranded by the Road

DESIRE: Let your Beast loose

GENERATION: 13

CHRONICLE: Our Graves are Empty

PREDATOR TYPE: Executioner

PATH: Path of Cathari

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●●O	Charisma	●●OOO	Intelligence	●●OOO
Dexterity	●OOOO	Manipulation	●OOOO	Wits	●●OOO
Stamina	●●●OO	Composure	●●●OO	Resolve	●●●OO

SKILLS

Athletics	●●●OO	Animal Ken	●●●OO	Academics	OOOOO
Brawl	●●●OO	Etiquette	OOOOO	Awareness	●●OOO
Craft Repair	●●OOO	Insight	OOOOO	Finance	OOOOO
Drive	●OOOO	Intimidation Threats	●●OOO	Investigation	OOOOO
Firearms	●OOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	OOOOO
Melee	OOOOO	Persuasion	OOOOO	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	●●●●O	Subterfuge	OOOOO	Technology	●OOOO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Your Partner) Give love a chance	Bane: Doomed
Freedom Requires Sacrifice	(Vaulderie) Rules are meant to broken	Clan Comp: Thrill Seeker
Never Deny the Truth		Path Comp: Exhibitionist

DISCIPLINES

Obfuscate	●●OOO	Potence	●OOOO
1 Cloak of Shadows		1 Lethal Body	
2 River of Dreams		2	
3		3	
4		4	
5		5	
Presence	●OOOO		OOOOO
1 Daunt		1	
2		2	
3		3	
4		4	
5		5	
Animalism	●OOOO		OOOOO
1 Thrill of the Hunt		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

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WILLPOWER

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HUMANITY

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HUNGER

□□□□□

BLOOD POTENCY

● O O O O O O O O O O

Blood Surge: +2	Mend Amount: 1
Power Bonus: +0	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: None	Bane Severity: 2
RESONANCE	HUNTING: Wits + Intimidation

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

Contacts (Criminals) ●●●OO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
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_____ OOOOO
_____ OOOOO

FLAWS

Dark Secret (mortal ties) ●●OOO
Death Sentence ●OOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

HAVEN

_____

No Haven? ☐ Haven Rating: OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

EXPERIENCE

Total: _____
Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age:____ Apparent Age:____ Date of Birth:_____ Date of Death:_____

Appearance:

Distinguishing Features:

History: It was just after sunset when you pulled over to the side of the road. Their truck was broken down and you thought they needed help. Then their faces changed and you had to run for it. You tried to fend them off, but you were no match for their fangs and claws.

POSSESSIONS

Snapped tire iron, car keys, broken flip phone

NOTES

Death Sentence Flaw: Only draining a murderer can set your Hunger to zero
Dark Secret flaw: Your connections to the mortal world are forbidden in the Sabbat
Contacts: You can get information or gear from trusted mortals

THE BLACK HAND

PLAYING THE SABBAT

NAME:

AMBITION: Pay it forward and make a difference

ANTITRIBU CLAN: Tremere

CONCEPT: Drowning at the Bar

DESIRE: Terrify a mortal into submission

GENERATION: 13

CHRONICLE: Our Graves are Empty

PREDATOR TYPE: Masochist

PATH: Path of Lilith

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●OO	Charisma	●●OOO	Intelligence	●●OOO
Dexterity	●●OOO	Manipulation	●●OOO	Wits	●●●OO
Stamina	●●●●O	Composure	●●●OO	Resolve	●OOOO

SKILLS

Athletics	OOOOO	Animal Ken	OOOOO	Academics	●OOOO
Brawl	●●●OO	Etiquette	OOOOO	Awareness	●●OOO
Craft	OOOOO	Insight Empathy	●●●OO	Finance	OOOOO
Drive	OOOOO	Intimidation	OOOOO	Investigation	●●●OO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	OOOOO
Melee	●●OOO	Persuasion	●OOOO	Politics	OOOOO
Stealth	●OOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge Threats	●●●●O	Technology	●●OOO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Your Neighbor) We live in a society	Bane: Weak Bonds
Freedom Requires Sacrifice	(Vaulderie) Pain is the greatest teacher	Clan Comp: Perfectionism
Never Deny the Truth		Path Comp: Pain Seeker

DISCIPLINES

Auspex	●●OOO		OOOOO
1 Heightened Senses		1	
2 Premonition 1RC		2	
3		3	
4		4	
5		5	
Blood Sorcery	●●OOO		OOOOO
1 Chains of Morpheus		1	
2 Breath of the Lotus Eaters 1RC		2	
3		3	
4		4	
5		5	
Fortitude	●OOOO		OOOOO
1 Resilience		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

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WILLPOWER

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HUMANITY

□□□□□ □■■■■

HUNGER

□□□□□

BLOOD POTENCY

● O O O O O O O O O O

Blood Surge: +2	Mend Amount: 1
Power Bonus: +0	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: None	Bane Severity: 2
RESONANCE	HUNTING: Resolve + Subterfuge

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

Herd	●●OOO
Mask	●●OOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

MERITS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

FLAWS

Dark Secret (mortal ties)	●●OOO
Death Wish	●OOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

HAVEN

No Haven? ☐ Haven Rating: OOOOO

	OOOOO
	OOOOO
	OOOOO
	OOOOO

EXPERIENCE

Total: _____

Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance:

Distinguishing Features:

History: You were always the last to leave the club, but that night you had some company. A rough looking and generous barfly. You were just heading to a late night party with some of their friends when things got weird. You knew they were going to kill. You didn't know they were going to bring you back.

POSSESSIONS

Matchbook with a number written on it, uncharged smartphone, out of state driver's license, $20 in singles

NOTES

Death With flaw: Only draining a willing mortal can set your Hunger to zero

Dark Secret flaw: Your connections to the mortal world are forbidden in the Sabbat

Herd: A reliable source of blood

Mask: A false mortal identity

THE BLACK HAND

PLAYING THE SABBAT

NAME:

AMBITION: Gain power over others

ANTITRIBU CLAN: Tzimisce

CONCEPT: A Scholar far from Home

DESIRE: Impress your Pack

GENERATION: 13th

CHRONICLE: Our Graves are Empty

PREDATOR TYPE: Reclaimer

PATH: Path of Cathari

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●OOO	Charisma	●●●OO	Intelligence	●●●●O
Dexterity	●●●OO	Manipulation	●OOOO	Wits	●●OOO
Stamina	●●OOO	Composure	●●●OO	Resolve	●●OOO

SKILLS

Athletics	OOOOO	Animal Ken	●OOOO	Academics Researchh	●●●OO
Brawl	●●OOO	Etiquette	OOOOO	Awareness	●●●OO
Craft	OOOOO	Insight	OOOOO	Finance	●OOOO
Drive	OOOOO	Intimidation	OOOOO	Investigation	●●OOO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult Vampires	●●●OO
Melee	OOOOO	Persuasion	●●OOO	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	●OOOO
Survival	OOOOO	Subterfuge	OOOOO	Technology	●●●●O

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Parent) Never Risk Yourself	Bane: Grounded
Freedom Requires Sacrifice	(Vaulderie) You Can't Change Fate	Clan Comp: Covetousness
Never Deny the Truth		Path Comp: Exhibitionist

DISCIPLINES

Blood Sorcery	●OOOO		OOOOO
1 Corrosive Vitae 1RC		1	
2		2	
3		3	
4		4	
5		5	
Dominate	●OOOO		OOOOO
1 Cloud Memory		1	
2		2	
3		3	
4		4	
5		5	
Protean	●●●OO		OOOOO
1 Trophy Hunter		1	
2 Flense 1RC		2	
3 Whispers to the Flesh 1RC		3	
4		4	
5		5	

HEALTH

□□□□□ ■■■■■ ■■■■■

WILLPOWER

□□□□□ ■■■■■ ■■■■■

HUMANITY

□□□□□ ■■■■■

HUNGER

□□□□□

BLOOD POTENCY

●● O O O O O O O O

Blood Surge: +2	Mend Amount: 2
Power Bonus: +1	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: 1/2 animals & bags	Bane Severity: 2
RESONANCE	HUNTING
	Strength + Occult

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

_____ OOOOO
_____ OOOOO
_____ OOOOO
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_____ OOOOO
_____ OOOOO

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
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_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS

Sweet Tooth ●●OOO
Mythic, Stigmata ●OOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

HAVEN

_____

No Haven? ☐ Haven Rating: OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

EXPERIENCE

Total: _____
Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: Your last class ran late and you were rushing back to your dorm when you saw them stalking you. You screamed and tried to run but they chased you down on the quad. You screamed but nobody came. You saw other students in the windows, just taking videos with their phones as you were dragged into a car.

POSSESSIONS

School ID, campus meal card, smashed smart phone

NOTES

Reclaimer: Gain two extra dice when rolling to commit Diablerie
Sweet Tooth Flaw: Only diablerie can set your Hunger to zero
Stigmata Flaw: At Hunger 4+ you begin to bleed from your wrists and forehead

THE BLACK HAND

PLAYING THE SABBAT

NAME: AMBITION: ANTITRIBU CLAN:

CONCEPT: DESIRE: GENERATION:

CHRONICLE: PREDATOR TYPE: PATH:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	OOOOO	Charisma	OOOOO	Intelligence	OOOOO
Dexterity	OOOOO	Manipulation	OOOOO	Wits	OOOOO
Stamina	OOOOO	Composure	OOOOO	Resolve	OOOOO

SKILLS

Athletics OOOOO	Animal Ken OOOOO	Academics OOOOO
Brawl OOOOO	Etiquette OOOOO	Awareness OOOOO
Craft OOOOO	Insight OOOOO	Finance OOOOO
Drive OOOOO	Intimidation OOOOO	Investigation OOOOO
Firearms OOOOO	Leadership OOOOO	Medicine OOOOO
Larceny OOOOO	Performance OOOOO	Occult OOOOO
Melee OOOOO	Persuasion OOOOO	Politics OOOOO
Stealth OOOOO	Streetwise OOOOO	Science OOOOO
Survival OOOOO	Subterfuge OOOOO	Technology OOOOO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION

DISCIPLINES

_____ OOOOO	_____ OOOOO
1	1
2	2
3	3
4	4
5	5
_____ OOOOO	_____ OOOOO
1	1
2	2
3	3
4	4
5	5
_____ OOOOO	_____ OOOOO
1	1
2	2
3	3
4	4
5	5

HEALTH

□□□□□ □□□□□ □□□□□

WILLPOWER

□□□□□ □□□□□ □□□□□

HUMANITY

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HUNGER

□□□□□

BLOOD POTENCY

O O O O O O O O O O

Blood Surge: _____ Mend Amount: _____

Power Bonus: _____ Rouse Re-Roll: _____

Feeding Penalty: _____ Bane Severity: _____

RESONANCE _____ HUNTING _____

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

_____ OOOOO
_____ OOOOO
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_____ OOOOO
_____ OOOOO
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MERITS

_____ OOOOO
_____ OOOOO
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_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
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_____ OOOOO
_____ OOOOO

HAVEN

_____

No Haven? ☐ Haven Rating: OOOOO

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

EXPERIENCE

Total: _____

Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: _____

POSSESSIONS

NOTES

SAFE PLAY WORKSHEET

[THE BLACK HAND]

LINES

- ❑ Animal cruelty
- ❑ Bestiality
- ❑ Bodily functions
- ❑ Body mutilation
- ❑ Child death
- ❑ Force feeding
- ❑ Gender-specific slurs / TERFs
- ❑ Imprisonment
- ❑ Nazis / Fascists
- ❑ Needles
- ❑ Pandemics
- ❑ Racial slurs
- ❑ Sexual violence
- ❑ Spiders
- ❑ Starvation
- ❑ Torture
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (

VEILS

- ❑ Animal death
- ❑ Animal experimentation
- ❑ Body horror
- ❑ Child endangerment
- ❑ Childhood memories
- ❑ Consensual Sex
- ❑ Disturbing visions
- ❑ Dreams or nightmares
- ❑ Emotional abuse
- ❑ Human experimentation
- ❑ Mental instability
- ❑ Physical abuse
- ❑ Physical illness
- ❑ Police brutality
- ❑ Religious cults
- ❑ Torture
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (

OUR GRAVES ARE EMPTY

THE X CARD

OUR GRAVES ARE EMPTY

THE FADE CARD

SAFE PLAY WORKSHEET

[THE BLACK HAND]

LINES

- ❑ Animal cruelty
- ❑ Bestiality
- ❑ Bodily functions
- ❑ Body mutilation
- ❑ Child death
- ❑ Force feeding
- ❑ Gender-specific slurs / TERFs
- ❑ Imprisonment
- ❑ Nazis / Fascists
- ❑ Needles
- ❑ Pandemics
- ❑ Racial slurs
- ❑ Sexual violence
- ❑ Spiders
- ❑ Starvation
- ❑ Torture
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (

VEILS

- ❑ Animal death
- ❑ Animal experimentation
- ❑ Body horror
- ❑ Child endangerment
- ❑ Childhood memories
- ❑ Consensual Sex
- ❑ Disturbing visions
- ❑ Dreams or nightmares
- ❑ Emotional abuse
- ❑ Human experimentation
- ❑ Mental instability
- ❑ Physical abuse
- ❑ Physical illness
- ❑ Police brutality
- ❑ Religious cults
- ❑ Torture
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (

GRAVEYARD SHIFT

The graveyard shift is an informal cult of mortals, vampires, and wraiths that harness the power of places of death. While they see themselves as guardians of these haunts, they still exploit them as they see fit. Most of their vampiric members belong to the Hecata, Lasombra. or Ravnos clans. While the cult is not fully aware of vampire sects, they prefer Cainites that claim to be independent. Though bad run-ins with the Ivory Tower have made Camarilla vampires absolutely unwelcome in their ranks. A few vampires claiming allegiance to the Sabbat and Anarchs have found a place among them. The Nightmare Covens have a loose alliance with these cemetery haunters to keep tabs on those performing the Creation Rites in their rove.

LORE

● **Cemetery Folk:** Gain Contacts 2 (Graveyard People) and Haven 1 (A mausoleum with the Haunted Flaw).

●● **Shadow Proof:** When your blood has the Empty or Melancholy Resonance, any hostile Oblivion powers or ceremonies targeting you have their Difficulty increased by +2, as do any Wraith or Specter powers. You also gain Status 1 with the (Graveyard Shift).

●●● **Grave Blood:** You can purchase and learn Obfuscate as if it was an in-clan Discipline. Additionally, you can buy Oblivion powers and Amalgams as if they were Obfuscate powers instead. This ability doesn't allow you to learn or use Oblivion Ceremonies. The cult often refers to this ability as Obtenebration. Lasombra who take this ability can replace all of their levels in Oblivion with Obfuscate and are refunded any experience they spent on Ceremonies.

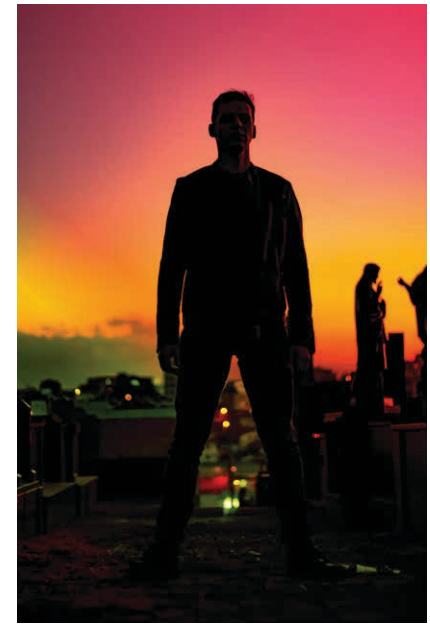
●●●● **Funerary Friendship:** You have a four dot supernatural Ally: a wraith, specter, or perhaps something even weirder. Once per story, the creature comes to your aid within one to ten hours of being called. In return your Ally may call upon you to help with its own problems. Some Noddists believe these alliances are forbidden and you may have to defend your relationship from such zealots.

●●●●● **Grave Sight:** You can see in mundane and supernatural darkness without penalty. Also whenever you're in a graveyard or similar place of the dead, you gain the ability to see and communicate with the spirits of the dead. Once per Story you can physically interact with ghosts and retrieve lost or destroyed objects from the shadowlands. This could allow you to wrestle a Wraith with your bare hands or bring a destroyed item back from the other side. These objects are usually very fragile and partially incomplete, but the ST is the final judge on the condition of such retrieved ghost items. Also gain +1 Status (Hecata) and (Graveyard Shift).

THE NIGHTMARE COVENS

[SCENARIO]

A group of Sabbat covens led by Suha, a Cathari Bishop and Ravnos Antitribu. The Nightmare Covens are semi-nomadic but put down roots where they must aid Sabbat Cainites that are travelling to, or returning from, the Gehenna War. Despite their commitment to the Sabbat, the Covens have close ties to sympathetic Ravnos among the Ashirra and Anarchs. They make use of them as couriers and informants. Suha herself was a well respected member of the Clan of Nightmares and joined the Sabbat after defecting from a prominent Ashirra family. The Covens take their name from the many Ravnos in their ranks and their penchant for using Blood Sorcery and Chimerstry to communicate through dreams. The covens are loosely aligned with the Graveyard Shift.



LORE

● **Dream Messenger:** You gain 1 Status (Nightmare Covens) and you can send and receive short messages through your dreams during your day sleep to anyone else with Status in the Nightmare Covens. The range of this ability is technically unlimited, but certain mystical or esoteric factors may block it at the Storyteller's discretion.

●● **Strained Truce:** Wherever the Ashirra or Ravnos hold sway you can call upon the authority of the Nightmare Covens for safe passage as long as you do not linger or harm anyone under their protection. If the terms of this safe passage are ever broken, this ability ceases to function and you gain the Suspect flaw for the aggrieved party until you make amends. This can lead to complicated situations where the Camarilla and Ashirra both hold Domain.

●●● **Favored (Ravnos or Sabbat Only):** Gain 1 Status (Nightmare Covens) and Allies 3 (Nightmare Covens).

●●●● **Nightmare Blood (Ravnos or Sabbat Only):** Your clan Bane permanently changes to Nightmares and your old Bane fades away. Though your clan Compulsion remains the same. While in your day sleep you suffer horrific visions and dreamscapes, usually snippets of nightmares inadvertently stolen from victims you've recently fed upon. Whenever a failed awakening Rouse check increases your Hunger to 2 or higher you suffer a penalty to all Mental and Social rolls equal to your Bane Severity for the rest of the night. This penalty can be removed by reducing your Hunger to 1 or lower. As a side effect of this deep connection to nightmares you can also unfailingly sense and track mortals who've recently suffered from nightmares or dream magic, and can even identify the source if you taste their blood. You slake 1 extra Hunger when feeding on a mortal suffering from a nightmare or extreme fear. Hunger cannot be reduced to 0 by this bonus unless the mortal dies from the feeding and other flaws that prevent Hunger from reaching 0 still apply.

●●●●● **The Bishop's Favor (Ravnos or Sabbat Only):** You can take Bishop Suha as a five dot Mawla or split six dots among Allies, Contacts, or Resources. These backgrounds should focus on smuggling vampires and contraband past mortal authorities. Also, if you're Sabbat and have at least one dot in Status (Nightmare Covens), you grant a +1 bonus to the Grasp Arena trait of your Pack.

Our Graves are Empty

A tangle of limbs, clawing through each other,
and the dirt pressing down on us,
writhing to break the soil over our heads...

- An introductory Scenario for Sabbat players in V5
- New Loresheets, Antagonists, and Obtenebration
- Quick start Sabbat Pack generator

A SABBAT SCENARIO FOR

THE BLACK HAND

PLAYING THE SABBAT

WORLD OF DARKNESS

R 18+

Mature Advisory: contains graphic and written content of a mature nature, including violence, sexual themes, and strong language. Reader discretion is advised.

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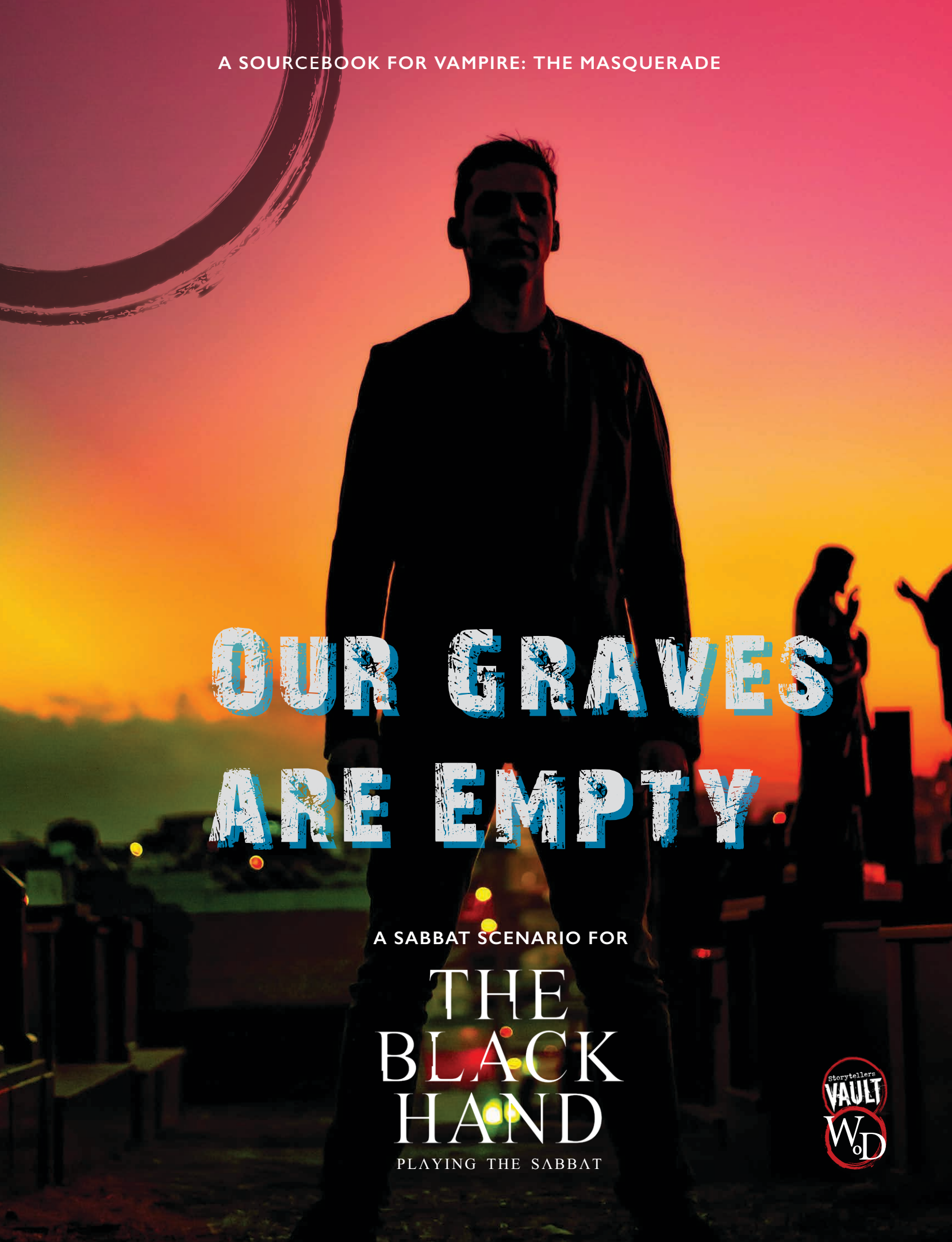
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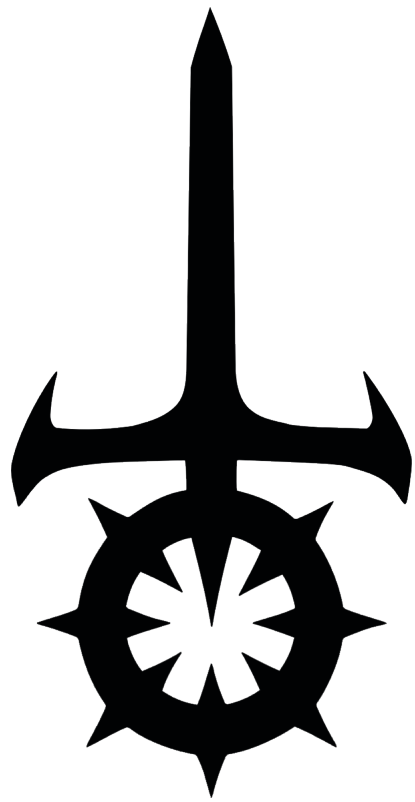
A SABBAT SCENARIO FOR

THE BLACK HAND

PLAYING THE SABBAT



To bridge an abyss, a sword is required.
But nothing is gained without leaving something behind.
If the prize is everything...
How much of yourself would you cut away?

VAMPIRE

THE MASQUERADE

Our Graves are Empty

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THE BLACK HAND: PLAYING THE SABBAT

WRITTEN BY Rachel E. Judd, Khaldoun Khelil, and Saskia Liddick

World of Darkness, Vampire: The Masquerade, Vampire: The Dark Ages, Victorian Age: Vampire, Werewolf: The Apocalypse, Werewolf: The Wild West, Mage: The Ascension, Mage: The Sorcerers Crusade, Wraith: The Oblivion, Wraith: The Great War, Changeling: The Dreaming, Hunter: The Reckoning, Demon: The Fallen, Mummy: The Resurrection, Orpheus, Exalted, Chronicles of Darkness, Vampire:The Requiem, Werewolf: The Forsaken, Mage: The Awakening, Changeling: The Lost, Hunter: The Vigil, Geist: The Sin Eaters, Demon: The Descent, Mummy: The Curse, Beast: The Primordial, Promethean: The Created, Storyteller System™, Storytelling System™, and Storytellers Vault™ and their respective logos, icons and symbols are trademarks or registered trademarks of Paradox Interactive AB. All rights reserved.

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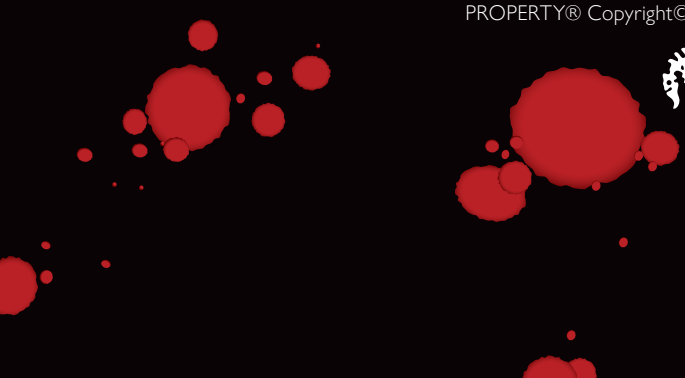

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Our Graves are Empty

This is not an exit.

— BRET EASTON ELLIS, AMERICAN PSYCHO

Our Graves are Empty is a V5 Scenario that starts with the player characters bursting forth from their graves and being indoctrinated into a Sabbat Pack. Abducted as mortals , taken far from home, ritually embraced, and buried as they become undead monsters. These fresh Sabbat vampires are thrust into the middle of an ancient war and treachery threatens to destroy them almost as soon as they emerge from their graves. Only faith in their Pack and bonds of blood will see them through to another night.

This scenario is written for 4—5 fledgling characters (starting with 0 XP each). The Storyteller should adjust the opponents as needed for your group. This is a V5 Sabbat Scenario that examines the mass embrace of mortals in the modern Sabbat and uses systems and rules presented in The Black Hand: Playing the Sabbat (TBH:PtS). Optional premade Sabbat characters and a blank Pack Map are provided at the back of this Scenario starting on pg. 46. Our Graves are Empty can take place in any city or urban area that makes sense for your Chronicle, the only assumption is that if the PCs are starting as freshly embraced Sabbat shovel heads, that they're no longer near their place of origin, can't recall where they came from specifically, or have set aside concern for their mortal life temporary to deal with the trauma of their recent embrace and burial induction into the Sabbat.

Content Warning: Forced vampirism (PCs embraced against their will), Alienation (isolation and indoctrination of PCs), Insects (bugs and worms), claustrophobia (PCs being buried alive), scarification (mentioned only), torture (described, between NPCs), ritual self-harm (PCs), burning (NPCs, PCs), death (described, between NPCs, embrace of PCs), Suicide (PCs with Death Wish feeding flaw). Please take time to discuss these topics with your group, and adjust the scenario as appropriate using the Safe Play Worksheets (see pg. 61).

What's Going On

The Sabbat Bishop Suha has been supporting the Gehenna War with her allied Packs for nearly a decade and her so-called Nightmare Covens keep new recruits and information flowing to the front lines. The Sabbat's war may be fought in the hidden corners of the Earth, but the Nightmare Covens need money, blood, and mortals to keep operating. Unfortunately Bishop Suha has suffered repeated setbacks at the hands of the Camarilla and her last stronghold is in danger of falling as the Ivory Tower has been emboldened by their alliance with the Ashirra vampires. In hopes of strengthening the Nightmare Covens' hold over this important supply chain to the Gehenna War, several Sabbat Packs have agreed to raid the Camarilla court responsible for their troubles. After a few nights of partying and mayhem, the Sabbat Packs embraced dozens of kidnapped mortals and left them in ritually prepared graves. Each Pack prepared their own Creation Rites, but once the shovel heads emerge the following night they will be let loose enmasse as a distraction while the veteran Sabbat assassinate the city's Seneschal and her war planning Coterie.

This plan falls apart when only a handful of shovel heads emerge from their graves the following night (the PCs) and none of the other Sabbat Packs make it to the rendezvous. Only the PC's Pack, the Razor Thorns, have seemingly survived the day and Bishop Suha's Covens are nowhere to be found. Whether because of bad luck or treachery, the Pack must attempt to complete their mission alone. This means trusting the shovel heads as part of the assassination squad instead of as just a distraction and trying to convince suspicious Anarchs to help them in their efforts. While discovering what happened to the other Packs and the other shovel heads isn't a primary goal, a cunning Pack could gain an advantage against their enemies if they spend some time digging for the truth.

Unfortunately, a traitor was among the Sabbat and revealed their plans to the Ivory Tower in hopes of joining their ranks. The Lasombra Noddist Eveline Lazarus was either converted by the heretical Church of Caine or swayed by the Camarilla's offer of amnesty. The mortal pawns of the Camarilla wiped out the other Packs and their buried recruits during the day. Thinking all of the Sabbat who knew her destroyed, Eveline now plots with the city's Seneschal in hopes of rooting out the Nightmare Covens and cementing her place of honor within the Ivory Tower. This also means the Camarilla is feeling triumphant and no longer believes there is a significant Sabbat threat within the city.

The Nightmare Covens on the other hand have gone into hiding. Bishop Suha is a paranoid and cunning leader. She suspects a traitor upended their plans and will not reveal herself or attempt to help the surviving Sabbat until she's certain who the traitor is among them. This is partly to protect her own, but also to ensure she remains in power. Suha knows this failure could cost her title and unlife. Her pawns will watch the PCs from a distance and bring them in when she believes they can help her cement her position. Either as scapegoats, heroic allies, or as witnesses that can identify the traitor and prove the failure was not hers.

If the Pack fails to assassinate the Seneschal or the "traitor" Eveline Lazarus, they can still make a powerful ally in Bishop Suha if they're able to convince the Nightmare Covens that Suha was not to blame for the mission's failure. In exchange she can bind them into a new Pack of their own and help set them up as either one of her Covens or as a Nomadic Pack. Alternatively, shifting the blame onto Bishop Suha will likely mean the Pack's destruction, as even if she's cast down as Bishop, Suha still leads her own Pack and she'll want revenge for being falsely accused for another's treason. This could even lead to a Monomacy challenge if a particularly vociferous PC challenges the Bishop openly.

LOST SHADOWS

Although the exact numbers are unknown, a few Lasombra abandoned the Sabbat for the Anarchs and the Camarilla. Some even sought positions of power within the Ivory Tower by betraying their Packs and comrades as a perverse show of loyalty to their new masters. In Our Graves are Empty, the Lasombra Antitribu Eveline Lazarus has betrayed her Pack and helped the Camarilla to thwart the Sabbat's plans. Her exact motivations are left up to the story's needs, but most likely she was promised either a place in the Seneschal's powerful Mirth Street Coterie or she's a double agent infiltrating the Camarilla for the Seraphim Nawal bint Hawa (see TBH:PtS pg. 124). As a follower of the Path of Caine, Eveline approached the heretical Church of Caine and struck a deal to switch sides with the promise of exchanging secret Noddist lore and Gehenna prophecies. When the PC's show up to confront her in Act 3, the Camarilla may turn on her thinking she betrayed them. How Eveline reacts should depend on if the PCs try to lure her back to the Sabbat.

The Creation Rites

The Sabbat Creation Rites prepare a newly Embraced vampire for an unlife of violence and depravity within the Sword of Caine. Unless your PCs are playing more experienced Cainites they'll complete the character creation process during Act I as they claw their way out of their graves, feed for the first time, and choose their initial Path. This culminates in their first Vaulderie where their loyalty to the Pack is cemented. This allows the players to make choices about how their character is shaped from the initial premade shovel head templates through roleplay. If the players prefer or they are uncomfortable role-playing these Scenes, they can instead roll randomly or choose from the appropriate tables in Grave Choices (see pg. 38). Regardless of the method, do not let players overthink or overly optimize their characters choices. While they shouldn't think of their characters as disposable, they also shouldn't agonize over how to best mix and match the options available. After the Scenario concludes the Storyteller should give the surviving PCs the option to change their Predator Type and/or Path of Enlightenment if they wish during downtime.

WHAT ABOUT MY MORTAL LIFE?

The player characters in Our Graves are Empty are by default shovel heads who have been abducted, ritually turned into vampires, and buried alive. Not only have they been taken to a city far away from their homes and loved ones, they've been purposefully traumatized to help strip them of their mortal identity. This requires some buy-in from the players as well, as the story asks them to quickly abandon their mortal lives without belaboring the trauma and ritual of the Creation Rites that makes this possible. While the first Act does its best to highlight this process while not delving into 'trauma porn', always be aware of your players and the storyteller's Lines and Veils (see Safe Play in TBH:PtS pg. 110 and in this Scenario pg. 61). Players may not be fully convinced that the situations portrayed in this Scenario would be enough to divorce them from their mortal attachments, and that is a fair criticism. To that we would say that the power of the Vaulderie and Creation Rites, coupled with the trauma of the Embrace and needs of the Beast should be emphasized. Their Sabbat Pack is the only thing standing between the player characters and their painful destruction at the hands of the Camarilla. When the immediate crisis has passed, the realization of what they have lost could become a very interesting avenue of exploration for a Sabbat PC.

Setting up the Pack

The players' Pack is a mixture of fresh shovel heads and True Sabbat NPCs. The shovelheads were buried in the Creation Rites after midnight the night before and are bursting from their graves at sunset. The player characters (PCs) are the only vampires to emerge from their graves as the others who were Embraced seemingly did not survive the Ritae. The PC shovelheads are welcomed into the Sabbat by their new Pack, the three veteran Sabbat that make up the core members of the Razor Thorns (see Razor Thorns Reborn pg. 43). Their Pack Priest is the paranoid Nosferatu Antitribu Pus Finger and his caution in keeping the PCs' graves a secret is likely the reason they survived whatever happened to the other shovelheads. As this is an introductory Scenario, it's ok if the PCs are a bit in the dark. As shovelheads they were likely kidnapped and embraced into vampirism with no explanations or context by their captors.

Styles of Play

This Scenario assumes the PCs are freshly embraced Sabbat known as shovel heads (see The Shovelheads pg. 44), but it can be easily adapted to accommodate more experienced Packs. It also includes completed pre-made characeters if your table wishes to skip the trials or randomness of the first Act (see pg. 47). If you're using this Scenario with an existing Sabbat Pack, here are some ways to adapt for your style of play (see TBH: PtS pg. 5).

The Nomads: The Pack was supposed to join the others and participate in the mass embrace but they were delayed by a lupine attack or the request of a Seraphim. When they arrive only the Razor Thorns and their few shovel heads are at the graveyard to meet them. Pus Finger likely thinks they're traitors and in on the plot that destroyed the other Packs and their shovel heads. The PCs will have to prove themselves loyal or he'll likely use his influence in the Sabbat to smear their reputations or even challenge their Priest to a Monomacy. The Razor Thorns might join the assault on the Seneschal's coterie if the PCs discover how they were betrayed. In Act 3, the Razor Thorns might even sacrifice themselves if necessary to save the PCs if they killed the Camarilla Senechal.
Suggested Pack Type: Press Gang

The Coven: The PCs' Pack is located in a nearby city and have friends or brood mates in the Nightmare Covens. This works especially well if some of the PCs are Ravnos Antitribu, Noddists, or Cathari. They are asked for their help after the mass embraces fail. When they arrive they are unable to contact the Nightmare Covens and stumble upon the remnants of the Razor Thorns and their few surviving shovel heads. Pus Finger refuses to help their investigation unless they swear an oath to help them complete the mission of killing the Senechal afterwards. In Act 2 the Nightmare Covens might contact the PCs and ask them to bring them the results of their investigation instead of attacking the Camarilla, this would mean breaking their oath to Pus Finger and possibly earning them a Status flaw.
Suggested Pack Type: Ritualists

***T*he Removers:** A Seraphim such as Nawal bint Hawa has asked the PCs' Pack to eliminate a threat to her plans, the Camarilla Tremere Declan White. A failed attempt to use mass embraced shovel heads to wipe out his Coterie has jeopardized her carefully laid plans. The Seraphim also tells them that they are under no circumstances to kill or incapacitate the Lasombra known as Laz. When they arrive they meet the Razor Thorns, who are eager to join them in attacking the Seneschal's Coterie and will not take no for an answer. During Act 3 the PCs' will have to get creative to keep them from harming Laz, especially if they believe she was the traitor responsible for sabotaging the mass embraces.
Suggested Pack Type: Removers

Scenario Tenets

Our Graves our Empty has its own scenario tenets. We'll go over them and explain how they work. If you want to drop a tenet though, go right ahead—it's your game. Discuss all tenets with your players and make sure they're on board.

Among the Dead

Leave the past behind. The Sabbat has few uses for mortals and True Sabbat must shed their mortal life quickly to survive and prosper in the Sect. Clinging to old names and habits will only lead to pain and disaster.

Freedom requires sacrifice. The Embrace is both death and rebirth. A chance at a life without the chains of mortal society and the hidden manipulation of the ancient Antediluvians. This is the true meaning of "unlife". A life devoid of strings. As a Sabbat you only accept the obligations placed upon you by the sacred Vaulderie. The blood bond that shatters all others and guarantees your freedom and dedication to the Sword of Caine.

Never deny the truth. The highest duty of freedom is truth. Lies and deceit not only hide the truth, they destroy freedom of choice. Only by uncovering the truth about the Antediluvians and shattering their lies will Cainites ever be free. Lies and deceit are powerful weapons that must only be used in dire circumstances.

Sascha's Who's Who

While newly created shovel heads will have no prior knowledge of the characters in this Scenario, a more experienced Packmate or NPC might have more information on them. If they do, the musings of Sasha Vykos can provide a guide to what they might tell the PCs if they inquire about any of the other characters in this Scenario. A more experienced Pack of Sabbat PCs can make Intelligence + Politics rolls (Difficulty 3) to know the below information, although the Difficulty is +1 to know anything concerning the Camarilla vampires. A critical success on this roll also allows them to know 1 or 2 of their notable powers (see Antagonists pg. 34).

Pus Finger: A former Camarilla Archon turned to the Sword of Caine after a messy affair with a Toreador elder. They were a dedicated Noddist before joining our ranks, but now they've become a true zealot. This Nosferatu Antitribu fought on the front lines of the Gehenna War, but I suspect they may be more interested in punishing the Camarilla than uncovering the ancients.
Notable Powers: Vanish

Skinner: It should come as no surprise how protective Skinner is of their students and new recruits. Cathari often cling to mortal facades, but we Tzimisce are also a deeply sentimental bloodline and it can be hard to let go of what's ours.
Notable Powers: Flense

Black Jack: A brute of few words. This Reaper's loyalty to the Sword is unquestioned. I would take a thousand Gangrel Antitribu such as him.
Notable Powers: Shapechange

Bishop Suha: A dedicated Cathari and Ravnos Antitribu. Suha was embraced among the Ashirra and joined our ranks after the Sect allied itself with the Camarilla. While I don't entirely trust her, she's proven loyal to the cause so far. I will say her connections among the other Ravnos have proven useful in moving our forces undetected.
Notable Powers: From Under the Bed

Eveline "Laz" Lazarus: A Devourer who came from a notable line of Lasombra within the Black Hand. She would have made a formidable Remover, but the needs of the Gehenna War are many and her blood does not carry the weight it once did. But we all know Lasombra, I'm sure she'll find a way to make herself useful in another's shadow.
Notable Powers: Arms of the Abyss

Maudlin: A Reaper with an inquisitive mind and a loyal Tremere Antitribu of House Goratrix. They are a rare breed. As their name suggests Maudlin is a sad fellow, but an expert ritualist. I understand they are often asked to oversee complex Ritae and have made several clever innovations to the Creation Rites. While I could never see one of their kind ever serving as a Pack Priest, I find results often speak louder than blood.
Notable Powers: Telepathy

Fuad "Butcher" Boumed: A siege breaker who earned great honor in the Gehenna War. I was surprised to see them leave the frontline, but Devils are often driven by strange passions. The pull of unfinished business or mortal desires can sometimes cloud their better judgment.
Notable Powers: Juggernaut

Seneschal Margaret "Mags" Ross (Camarilla): The face of the Mirth Street Coterie. I understand her Sire was an Ashirra vampire that fought for the Camarilla in Mexico City after things turned ugly for their little occupation of our old seat of power. Maggie is what you'd expect from a Banu Haqim who grew up in the tasteless halls of the Ivory Tower. Her smile barely conceals the poisoned daggers behind her back.
Notable Powers: Cauldron of Blood

Declan White (Camarilla): The suspected head of the local Tremere Chantry and the power behind the Mirth Street Coterie. While White has no formal title, we've traced a few deadly tricks back to him. We believe he studied with the so-called "Hanged Man Coven" in Philadelphia and is a powerful practitioner of dream magic.
Notable Powers: Terminal Decree

Prince Makim (Camarilla): A Gangrel with strange tastes and a peculiar loyalty to the Camarilla. Makim is a cruel enforcer of the Masquerade and seems to take great pleasure in antagonizing any Anarchs within their Domain. Makim caused quite a scandal in the Ivory Tower recently when they had a pair of Caitiffs publicly executed in Elysium. Their days as Prince may be numbered.
Notable Powers: Mist Form

Act One:

REBIRTH

It is our suffering that brings us together.

— URSULA K. LE GUIN, THE DISPOSSESSED

The players are fresh shovelheads. Sabbat that were buried in the Creation Rites after midnight the night before and are bursting from their graves at sunset. They are the only vampires to emerge from their graves as the others died in the rite or were destroyed during the day. The remnants of the Pack that created the PC shovelheads are waiting for them with mortal and Thin-Blood prisoners for them to feed on. This Act concludes with the Vaulderie and their indoctrination into the Sabbat.

Scene 1: Back from Death

Digging out of their graves the PCs are asked questions by the Storyteller about their mortal lives, how they were abducted by the Sabbat, the Beast that drives them to unearth themselves, and what they will sacrifice to break free. Player's making starting characters will pick an Ambition, Desire, and Clan.

This Scene should make use of the Grave Choices section to complete character creation. The player characters can roll dice or draw major arcana cards to pick their Ambition, Clan, and Desire (see Tables 1.1 — 1.3, pg. 38), though they all start at 13th Generation. This Scenario sometimes makes use of italicized and bulleted framing text that the Storyteller can read aloud to help guide their players and set the scene.

- *You're awake. The taste of old blood lingers on your lips. You gasp in the dark and the smell of fresh dirt fills your senses. Before your mind can even begin to piece together your situation, you know you're not alone. You feel a hunger and a beast in the dark that is enraged at being thrown in a hole.*

Your Grave

The below prompts can be used by the Storyteller to illustrate the experience of digging out of their grave for the different PCs. Don't feel obliged to use all of them. Each prompt also comes with suggested nicknames the Razor Thorns might bestow on them. All of the buried PCs in this Scene start with a Hunger of 4. PCs with lines related to being buried alive, claustrophobia, or similar topics should have this part of the scene skipped. Instead play should start the moment the PCs burst forth from their graves.

The **Conjoined** prompt is useful if you have a larger group or have time constraints. If the Storyteller wishes, they can use the margin of success on any rolls in these prompts to determine in what

order the PCs emerge from their graves. The first PC to achieve critical success on any of the below rolls bursts out of their grave dramatically before the others and impresses the Razor Thorns enough that they nickname them "Enoch" or "Primo". If it's a messy critical they still emerge first but happen to knock over a statue or break a nearby gravestone. The Sabbat Pack find this hilarious and will likely tease the newly emerged recruit as clumsy or clueless, possibly earning them a more comical nickname such as "clutzo", "grave knocker", or "bigfoot". Regardless of how a PC earns their moniker, don't saddle a player with a nickname that they truly dislike and in a pinch let them pick one from the below list or roll one randomly (see pg 40).

Quicksand: This impromptu grave is filled with a mixture of sand and gravel, or the wet muck of marshland. The PC will struggle to find purchase and slip deeper into the ground as they become more frantic. They can roll Wits + Composure to ease their way out of the muck. *Possible Nicknames: Muddy, Mudslide, Sandman, Swampy, Skid Mark*

Conjoined: Two or more PCs have been buried in the same grave. In their struggle to claw their way out of the earth their limbs entwine and they struggle against each other. Have the PCs roll Strength + Resolve against each other to see who comes out of the ground first. *Possible Nicknames: The Twins, The Lovebugs, The Sibs, Frik and Frak*

Occupied: The PC finds themselves in a grave that is already occupied by an unmoving corpse. They'll have to keep their cool and tear through the desiccated body to free themselves of the dirt by rolling Stamina + Composure. *Possible Nicknames: Corpse Suit, Zombie, Guts, Meaty*

Coffined: The Pack thought it would be fun to put this PC into a new coffin before they were buried. They'll have to wriggle their way out of the box by rolling Dexterity + Resolve to get free. *Possible Nicknames: Splinters, Tombstone, Silky, Fancy*

Upside down: The Pack may have taken this PC's embrace as a bad omen for some reason and decided to skew the odds against them. They were either buried face down or in a place considered generally unlucky, such as under a weeping willow or at the crossroads of a path. The PC will have to roll Wits + Composure to figure out the trick and come out the right way.. *Possible Nicknames: Wrong Way, Rerun, Mojo, Vertigo*

Infested: Perhaps the ground here is contaminated or was used as a dump in the past. Regardless of the reasons, the soil is crawling with vermin. While they weren't able to take root in the PC's corpse, they have infested their clothing and it will take a strong nerve and a Composure + Resolve roll to navigate through them to escape this grave. *Possible Nicknames: Roach, Tapeworm, Spider, Worms*

Nightmares: Something evil and dark haunts this grave and the PC buried here is immediately assaulted by horrific visions of blood and murder upon awakening as a vampire. These visions drive them out of the grave screaming. An Intelligence + Composure roll is needed for them to keep their cool and make their way to the surface. *Possible Nicknames: Bad News, Screech, Taboo, Witch Kid*

Scene 2: First Taste

In this scene the new Sabbat vampires feed for the first time, guided by their Packmates. They meet Pus Finger, Skinner, and Black Jack. These three NPCs make up the core of their new Sabbat Pack, the Razor Thorns. If you read the prompt below to set the scene, you can give the PCs a chance to roleplay with their new Packmates. Pus Finger the stern but patient Priest, Skinner the dotting but vicious mother bear, and Black Jack the silent and brooding monster who has completely abandoned their humanity and desire to wear shoes. The PC's will pick their Predator type and Disciplines. As the players feed and regain their senses it becomes clear to them that they are far from home, do not recognize their surroundings, and are no longer alive. Before they can dwell on this sad situation,

their new mentors will offer to keep them safe and tell them everything they need to know about surviving the night. They'll also tell them how sharing blood in the Vaulderie will make them stronger and ease their trauma. This Scene can make use of the Grave Choices section to complete character creation. After answering the Storyteller's questions about whom they feed upon the player can roll a die or draw a major arcana card to pick their Sabbat Predator type and Disciplines (see Table 2 pg. 38). The Sabbat Predatory types can be found in **The Black Hand: Playing the Sabbat pg. 24.**

- *Covered in earth you pull yourselves out of your graves. A gnawing hunger claws at each of you. Some of you reflexively gasp for air and spit out mouthfuls of dirt, but none of you feel a need to gag or even draw in breath. It's clear none of you are among the living any longer. A group of people sit shivering in a circle in front of you all, an assortment of stained pillow cases cover their heads. You can hear one of them muttering to themselves in a hoarse voice, quietly pleading for rescue or reprieve. You don't know how, but you can all smell the blood in their veins and it's suddenly clear what can soothe your bottomless hunger. Three dark figures loom over the kneeling and blindfolded mortals. One of them is a thin man with a horribly disfigured face. He motions for you all to come closer while placing a filthy hand on to the shrouded head of the whimpering hostage, quieting his pleas.*

CONNECTIONS

Though it's not necessary, as the Sabbat considers tracking bloodlines a taboo, one of the present Sabbat NPCs could claim to be a PC's sire. Otherwise their sire is absent and was likely destroyed by whomever sabotaged the other mass embraces. Also if a PC wishes, one of their former Mortal Touchstones can be among the mortals present to feed upon. This is a common tactic among the Sabbat, but it should only be used in play with a player's enthusiastic consent and participation.

Your Victim

The below prompts can be used by the Storyteller to illustrate the victims brought by the Sabbat for the PCs to feed upon. When the PC's feed, their bite inflicts The Kiss on their mortal victims. A supernatural euphoria that makes most mortals relent to the feeding and in some cases not even realize they were bitten. Each victim also comes with a suggested Predator Type and suggested Discipline powers for a PC to acquire after feeding as noted by the victim's Grave Choices "card" (see Table 2 pg. 38). If a PC is granted a duplicate power, let them choose a different power of the same level or one from the next level of the Discipline.

All of the PCs in this Scene start with a Hunger of 4 and most of the victims present can slake up to 5 Hunger each when fed upon. A vampire's Hunger can only be reduced to 0 by directly killing a victim through feeding, and some Predator Types limit the types of victims that can reduce their Hunger to 0. Multiple PCs can feed on the same victims if they wish. Regardless of whom the PCs feed upon, the Razor Thorns murder the remaining victims. After feeding on a victim the Storyteller should explain the basics of their new Predator Type (see TBH:PtS pg. 24) and how it will affect their future feeding preferences.

If a PC refuses to feed or hesitates for too long they will need to roll for Hunger Frenzy (Willpower vs. Difficulty 2) as Pus Finger and Skinner will bleed the mortals in front of them to tempt them into feeding. The Sabbat will not force any of the PC's to feed, though they will keep an eye on them for signs of frenzy. A PC who does not feed will remain at Hunger 4, Blood Potency 1, Humanity 7, and gain the Animalism power Thrill of the Hunt (See TBH:PtS pg. 76). If they survive the Scenario and wish to select a Sabbat Predator Type during the Epilogue, allow them to keep this Animalism power instead of one of the other two powers granted by their chosen Predator Type.

Pizza guy: A young delivery driver still in their fast food uniform. A crumpled pizza box full of cold pizza sits in the dirt beside them. Their beating heart calls to anyone who feeds on them and Skinner will help remove and eat it with any PC who gives in to its call. *Suggested Card: Death (Ripper Predator Type, Protean +1: Blindsight and Animalism +1: Thrill of the Hunt. Humanity 5, Blood Potency 2)*

Retiree: An older looking mortal is slumped over a headstone, moaning and clutching their side from a knife wound that has gone septic. Slaking 3 or more Hunger from this mortal kills them. Their blood tastes half dead and leaves a lingering taste of decay. *Suggested Card: The Lovers (Scavenger Predator Type. Oblivion +1: Oblivion's Sight and Fortitude +1:Resilience. Humanity 6, Blood Potency 1).*

Assistant manager: A middle aged mortal in dark slacks and a polo shirt kneels in the dirt. They are blindfolded and their wrists are bound. They startle easily if approached and begin to blubber if threatened. They beg for mercy and offer the PCs money and favors. They're even willing to harm one of the other hostages if it's proposed. *Suggested Card: The Fool (Domina Predator Type. Dominate +1: Compel and Animalism +1: Sense the Beast. Humanity 6, Blood Potency 1)*

Drugged dancer: A young mortal who seems oblivious to what's happening to them. They are dressed in black leather and have a nightclub stamp on the back of their hand. Their blood is heavily laced with alcohol and downers, and feeding on them gives a PC a warm and comforting feeling. While they barely register being fed upon, this mortal will suddenly awaken and struggle to live if a vampire attempts to drain them completely. *Suggested Card: The Hermit (Hedonist Predator Type. Presence +1: Daunt and Auspex +1: Heightened Senses. Humanity 6, Blood Potency 1)*

Dad bod: An attractive mortal in tight fitting clothing. Their body is soft, but they have large calloused hands. They're silently outraged at the way they are being treated, but an insightful or observant PC will notice they seem to be enjoying the suffering of the other hostages. *Suggested Card: The Magician (Masochist Predator Type. Auspex +1: Heightened Senses and Fortitude +1: Resilience. Humanity 6, Blood Potency 1)*

The Kindred: This hostage is a Thin-blood. A vampire who's supernatural curse is so weak they have only a few of the powers and flaws of vampirism. This lick was hoping to join the Sabbat but failed to impress Pus Finger or Black Jack. While Skinner hoped to give them another chance, offering them as a first meal to their new recruits was a suitable compromise. *Suggested Card: The Devil (Reclaimer Predator Type. Blood Sorcery +1: A Taste for Blood and Protean +1: Weight of the Feather. Humanity 5, Blood Potency 2)*

Touchstone: This is a PC's Touchstone. This has to be agreed upon between the player and storyteller beforehand. If no player is interested in feeding upon one of their Touchstones, simply remove this victim from the scene. *Suggested Card: The Tower (Absolver Predator Type. Dominate +1: Compel and Celerity +1: Rapid Reflexes. Humanity 6, Blood Potency 1)*

Scene 3: Vaulderie

The players will get a crash course in the Sabbat and what's expected of them. Pus Finger, the Pack Priest will confront the PCs with their experiences in the grave and challenge them to walk a Path. The Priest will also inform them that they have been called here by Bishop Suha to start a hot war between the Anarchs and Camarilla and drink the hearts blood of Seneschal Ross. They have lost contact with the Bishop and the other Sabbat, but the mission remains.

- *The vampire called Skinner tells you about the Antediluvians, the ancient vampires that seek to end all life on Earth through their unwitting vampire slaves known as the Camarilla and the clueless vampire children known as the Anarchs. You are Sabbat and by sharing blood in the Vaulderie you will unlock your true power and gird yourselves against the Antediluvians influence.*

Sharing blood together in the Vaulderie also brings a sense of loyalty, belonging, and safety. While not a full blood bond, the PCs begin to see these vampires as their new family. PCs pick a Path and gain a Path Conviction that will be linked to the Vaulderie as a Touchstone Ritae. This replaces one of their Convictions, possibly one linked to a mortal touchstone killed in Scene 2. All PCs gain a Vinculum with each other and the three NPCS in the Pack after partaking in the Vaulderie (see Veterans pg. 43). The Vinculum is a shared blood bond with a starting Bond Strength of 1. It increases by 1 each time the vampires partake in the Vaulderie to a maximum rating of 3 (see TBH:PtS pg. 59).

This Scene can make use of the Grave Choices section to complete character creation. After answering the Storyteller's questions the player can roll a die or draw a major arcana card to pick their Path and Path Conviction (see Table 3 pg. 38). Path Convictions are tied to Touchstone Ritae instead of mortals (see TBH:PtS pg. 12).

- *Pus Finger the Priest looks upon you all with something like pride on his repulsive face. While the vampire called Skinner holds out a dented silver chalice, Pus Finger slashes open his own wrist and lets his dark blood ooze into the bowl. The other vampires do the same and Pus Finger points at you all to add your own blood to the mix and drink. "Tonight we welcome new Brothers, Sisters, and Comrades into our secret order. May the Sabbat grow stronger and may the sword of Caine never falter. We say Death is not the end, but even the deathless may die. Praise the Dark Father. Praise Caine!". When the Priest says these last words, Skinner and Black Jack repeat them loudly. After drinking from the chalice and hearing Pus Finger's sermon, you all feel a kinship with these monsters. Their zealous shouts of devotion are infectious.*

LET IT GO

The Sabbat's Creation Rites are a brutal semi-magical process that allow a PC to replace a Conviction and mortal Touchstone with a Path Conviction and Touchstone Ritae as soon as they emerge from their grave. These choices are spread out over Act 1 for dramatic effect so that the Priest can guide the PCs on to the first steps of their unlife. Choosing and adhering to a Sabbat Path of Enlightenment can take time, but this Scenario assumes the PCs start on their initial Path of Enlightenment at the end of this Scene. If the Storyteller wishes they can allow the PCs to retain their Humanity throughout this Scenario and make a final decision about a Path during the Epilogue or the next session. Though uncommon among older Sabbat, it is possible to change Paths by symbolically undergoing the Creation Rites again. A PC unhappy with their initial Path choice should be presented with this option at the end of the Scenario if they survive.

Act Two:

ORDEAL

To break the rules, I have learned all the words needed for a trial by blood.

— MAHMOUD DARWISH, I BELONG THERE

Instead of marching them to battle, the Sabbat takes the PCs to their haven. The other Sabbat vampires in town have disappeared while the PCs were buried and the Razor Thorns are regrouping before they have to meet up with a local Anarch gang. Their Pack Priest, Pus Finger, decides to take the shovelheads to this meeting for added muscle and at the ST's discretion the Pack could feed or perform the Vaulderie again.

Scene 1: Crashing

The start of this new act is a perfect opportunity to find out more about how the PCs feel about their new state of being. Smells, sounds, and light feel more intense. The Beast within them constantly goads them to be on the hunt for their meal. There is also the unnatural feeling of kinship and fraternity that has been born from the Vaulderie. Allow the players to describe how their characters feel and to respond to the world around them through their new undead senses. The predator within them may have even reshaped their reflexes and movements and the Storyteller should feel free to prompt the players to explore this change as well.

- *With the metallic taste of blood still fresh in your mouth, you set off into the city. Every sense is on fire — the cold white led street lights are repulsive, and the sounds of cars barrelling past sets your teeth on edge. Anyone else on the streets hastily crosses the road or quickly duck into a nearby shop, sensing on some instinctive level not to come near you and the others — the Pack. Something new is in your dead heart, and you see it in the eyes of the others when you look at each other. You belong to each other. Pus Finger, the Priest, leads you to a safe house that they will call home for the next few nights. Boarded up row houses and shuttered shops line the street, and the smoldering wreck of a nearby burnt car fills you with an instinctual fear.*

As the Pack moves through the city, they might appear as a threat to a local gang. If the Storyteller wishes they could use this as an opportunity for a quick combat scene against level 1 or 2 Simple Antagonists so that the players can learn more of the system before the main story progresses (see V5 Corebook pg. 370). It can also be a great chance for players to work out which Discipline powers are most useful in combat and how to apply them. The player characters could also take this time to feed or grill their new Packmates about the Sabbat and vampirism, regardless of how they pass the time the Pack eventually arrives at their temporary haven.

Pus Finger brings you around the back of an abandoned row house to the basement entrance. A lone portable electric lamps provide a sickly amber light inside the dingy and damp concrete cellar. It's furnished with a few stained mattresses, a sofa with yellowed foam poking out, and a fold out card table surrounded with chairs and milk crates.

Let the players describe how their characters try to make themselves at home. They may wish to investigate the rest of the house, which is also derelict with signs of violence, graffiti, drug use, and discarded items by the families and squatters that have lived here over the years. Perhaps these bring back memories of the PCs' former lives and what they have lost. Or morbid curiosity about what happened to the people who were here before the Razor Thorns moved in. Pus Finger leaves them in the care of Skinner and Black Jack for an hour to arrange the meeting with the Anarchs.

Scene 2: Back Alley Deals

The Priest returns to the safe house and takes the Pack with them to meet an Anarch Gang with information regarding the Camarilla in the city. Specifically, the comings and goings of the Camarilla Court and Seneschal Margaret Ross. Bishop Suha (see pg. 8) wants this vampire and her supporters destroyed and it is why so many Sabbat packs descended on the city and mass embraced so many new recruits. While Pus Finger is at the meeting with the PCs, Black Jack will steal an oversized econoline van and have it waiting at the haven. Skinner will spend his time organizing the haven, taking care of any Retainers or errant shovelheads, and whittling stakes.

These Anarchs are a gang of vampires that hate the Camarilla but are wary of starting a war they cannot win. They've been told that Pus Finger and his crew have a personal beef with the Seneschal and are willing to pay for the information. While the Anarchs don't want to be directly involved in the attack, they're happy to see a powerful member of the Camarilla wounded or killed. Despite this, the Anarchs would likely react violently if they discovered the PCs were Sabbat as they believe it's a cannibal cult.

PARTY AT OUR PLACE

As an alternative meeting location, the Anarchs have arranged a party at a run-down apartment block. The amount of mortals present would deter others from starting a fight and potentially breaching the Masquerade, while also giving the Anarchs a chance to observe how the Pack conducts themselves, and potentially betray their identity as Sabbat vampires. Other possible locations for the meeting are the rooftop of an office block, a steel mill, or a junkyard.

- *In the shadow of an abandoned movie theater, fearless rats pick over a ruptured trash bag filled with week old fast-food. Loitering in the alleyway, a gang of Anarchs awaits as you all approach. A squat muscled man in black and gold sports gear takes a proud stance while the rest of the gang falls in behind him. One is a small, scrawny figure, in ripped jeans, a t-shirt, and a leather jacket. Another sports a lean androgynous look with sharp cheekbones that gave them a skull-like leer, accented with a shaved head and neck tattoos peeking from under a long windbreaker. Two young looking gangers in particular hang close to their black clad leader. Numerous piercings line their ears, and stud their faces. One wears a puffer jacket and bandana, while the other prefers a pink tracksuit. Holding up the back wall is a dark skinned woman in tight fitting street clothes, a sheathed sword resting on the wall beside her. "Karim. Good to see you." says Pus Finger as he fakes a smile. "This is the gang." He motions to you all. "They're the ones that are going to sort out that business downtown." The man in the black and gold tracksuit strokes his sharp goatee and nods gently as he sizes you up.*

The aim of this scene is for the Pack to convince Karim to hand over the information they have on Seneschal Ross and her coterie as cheaply as possible. Karim is already suspicious of Pus Finger, and for some time has suspected that the Nosferatu is either a member of the Sabbat or a Church of Caine cultist working for the Camarilla. The only reason he's agreed to this meeting is because a Sabbat sympathizer within the Anarchs vouched for Pus Finger. Karim's gang is eager to hurt the local Camarilla as the Prince recently executed two popular Caitiff for crashing a party.

To win Karim's trust the Pack must prove that they are capable of destroying the Seneschal and that they won't rat him out if they're captured. Karim will pass along what he knows even if the Pack fails these tests, but he will demand a cash payment be made to one of his daytime lackeys and he might even alert the Camarilla to the danger in hopes of washing his hands of any blame.

Karim has tasked Ash and Mia with being particularly obnoxious to the Pack to tease out if they can handle themselves. These two vicious Thin-bloods are keen to diablerise a Camarilla vampire in hopes of fully unlocking their vampiric powers. A third Thin-blood named Khadija is a ringer that the Anarchs called up for extra muscle. She only gets involved if a serious fight breaks out. If the Anarchs end this Scene still suspecting the PCs are Sabbat, Khadija will also try to shadow the Pack in hopes of discovering their haven. This scene revolves around a Social Combat (see V5 Core-book pg. 304) as the PCs try to get their way, win Karim's trust, or even make allies of the Anarchs.

- *A Thin-blooded vampire saddles up to you. Her face inches away from your own. You notice the name Ash is sewn into the lapel of her pink tracksuit as she says "You don't look like you could handle much of anything new blood."*

Making Frenemies

Ash will use threats of violence (7 dice pool), while Mia will resort to insults and crude humor (7 dice pool). Social Combat relies on contested rolls, with everyone on the losing side being dealt the margin in superficial Willpower damage. Since the audience of this Social Combat are mostly Anarchs, Ash and Mia add +1 success to their rolls. If 3 or less PCs are in the Pack, remove this audience advantage as the Anarchs pay less attention to a smaller group of vampires.

Once a character's Willpower track has been filled with Superficial damage, they become Impaired and begin to take Aggravated Willpower damage instead. Ash and Mia both have 4 Willpower and will concede the conflict once they've suffered 4 Superficial Willpower damage. Below are a few potential tactics the PCs might use.

Staredown: Resolve + Intimidation

Putdown: Manipulation + Subterfuge

Showtime: Charisma + Performance

Brute Force: Strength + Intimidation + Potence

Bribes: Composure + Persuasion + Resources

If the PCs wish to use their Discipline powers, here are a few suggestions that might come into play.

Auspex: These powers can ascertain an opponent's mood or hidden insecurities. Perfect for timing a cutting insult for maximum effect.

Dominate and Presence: These powers can be used subtly to stall or trip an opponent or make them appear foolish. PCs should be careful though, as Anarchs despise vampires that casually throw around mind control.

Potence and Fortitude: Can be used to cow an opponent or to shrug off intimidation.

Protean and Blood Sorcery: These rare and flashy powers are great for showing off, but they also increase the chance of revealing the PCs as Sabbat. Especially if they use powers more common among Tzimisce such as Flense, Fleshcraft, or Whispers to the Flesh.

Social Combat should only last 3 rounds. Whomever inflicted the most Willpower damage in that time will have won the argument, but the Pack may betray its true motives in the process. If any PC has their Willpower track filled with superficial damage during this scene, this triggers their Path Compulsion or results in a Rage frenzy if they're not on a Path. This could reveal they're Sabbat to Karim, but he will play it cool unless the PCs press the issue. Karim is not interested in a fight. If the Anarchs are dealt 8 Superficial or 4 Aggravated Willpower damage before they can concede, Ash and Mia will immediately turn on Karim and demand they be allowed to join the ambush on the Seneschal. Pus Finger will advise against it, but will defer to the Pack's wishes. If Ash and Mia are allowed to join the Pack's attack, they'll meet up with them right before the action at the ambush spot. Otherwise there are three possible outcomes to this Social Combat.

Impressed: If the PCs score more success, Karim hands over the full details of the Seneschal's route to Elysium, and even marks a promising bottleneck for an ambush. Karim will also offer to point out where the Mirth Street coterie's money woman and tech guru, Bryn Morrissey, likes to feed if they want to pick her off before the main event. Karim will also mention that it's rumored the Seneschal is inducting a new member into her coterie tomorrow night at Elysium.

Draw: If the PCs roll an equal or lesser number of successes than the Anarchs, Karim hands over the route and points out the bottleneck, but no other information regarding the Seneschal, their capabilities or details of the Mirth Street coterie.

Complications: If the PCs reveal they're Sabbat, Karim will try to hide his concern. He hands over the information as above, but will sell the Pack out to the Camarilla after they ambush the Seneschal.

- *Karim steps forward and motions for everyone to be cool, he says "Ok Licks. We get it. Y'all hard and ready to get down." He turns to Pus Finger and agrees to sell the information on the Camarilla. He hands the Priest a burner phone and tells him it's the only way he's going to be found the next few nights. He motions for the rest of his crew and they file out of the alley like puffed up soldiers.*

The Storyteller should now choose or randomly determine where the ambush will take place and which Bottleneck Karim points out.

Car Park: The Mirth Street coterie parks on the roof of this six story building and uses elevators to the sub-basement to travel to Elysium through hardened tunnels.

Train/Subway: The Seneschal's coterie uses an express train to travel directly to the Elysium's doorstep. The stations and platforms along the route are temporarily closed but surely the Pack could figure out a way to make it stop or slow down.

Helipad: The Seneschal uses an armored Blackhawk helicopter to land on a high rise close to Elysium. While the building is not very secure, if her Coterie gets to the express elevator on the roof, the Pack will never catch them.

Ferry/Boat: A ferry allows the Seneschal to move her entire fleet of vehicles into the heart of the city safely. Once they disembark, they'll be under the protection of Elysium's heavily armed guards.

Highway Overpass: The coterie closes down the main artery into the city and drives a caravan of armored SUVs into the heart of the city. A two lane stretch passes under an abandoned train bridge near the city limits.

THE NIGHT CLOCKS

The following scenes, plus any others that the players may feel like pursuing, all require in-game time to resolve. There is a time limit upon the usefulness of the information that the Pack has in order to execute the ambush tomorrow evening. Therefore make it clear to the players that while they have options, they may not be able to investigate who betrayed the other shovelheads and still have time to pull off the ambush. They will have to make meaningful choices, and decide which options are worth the time and effort, and abandon other avenues of investigation and preparation. The following Scenes are presented in the order that Pus Finger would prefer to pursue them, but the PCs could easily sway him to shift his priorities as he wishes to encourage them to take the lead in this fight. Depending upon the time you have to play through this scenario, and the amount of detail the players wish to go into, these scenes could be presented as a montage, with each resolved with a single roll.

Otherwise this Scenario uses a Night Clock going forward. This is a six segment progress clock that fills up with ticks as the PCs decide and complete a course of action. The PCs can fill up two Night Clocks before the ambush. After the first Night Clock is filled the PCs return to their haven to sleep right before sunrise. After the second Night Clock is filled, the PCs arrive at the bottleneck to spring the ambush. The Scenes below all have a cost in ticks to fill the Night Clocks. Six ticks per clock is all the time the Pack has to gather information and prepare before the showdown with the Seneschal.

It is possible that this scene ends in a fight. Either through searching a recovered mobile phone, or interrogating a survivor, the Pack should still glean the basic information they need to ambush the Seneschal. Fighting the Anarchs will mean the Camarilla may be alerted and other Anarchs will be searching for the Pack as well. If a fight breaks out add two ticks to the Alert Clock (see pg. 25).

Regardless of the outcome, Khadija the Immortal will shadow the Pack to locate their haven. Allow the Pack a Difficulty 5 Wits + Awareness roll that cannot be re-rolled with Willpower unless the PCs took precautions not to be followed. If the PCs win they catch sight of a shadow following them, but it departs before they can identify their tail. If they fail, Khadija discovers their haven and will join the Camarilla raid in Act 3 (see Counterattack pg. 31).

Scene 3: The Pits

If the Pack wishes to investigate what happened to the other Sabbat in the city, Skinner will first lead them to a derelict factory near the city limits. The Sabbat vampires Maudlin, Butcher, and Laz were supposed to lead mass embraces a few nights ago, but they missed tonight's rendezvous. While the Pack is with Skinner, Pus Finger will be scouting out the ambush site and Black Jack will be trying to reconnect with a Lupine ally. When the Pack returns to the haven, Pus Finger will detail the Bottleneck (see pg. 25) and Black Jack will have an Aggravated wound from his failed meetup.

The factory is a shell with large rusted pieces of machinery. The shovel heads and their Pack will have made their nest in the basement of the factory, far from the sunlight, and behind sturdy doors and walls. The Packs were supposed to keep the location of their pits secret from each other, but the paranoid Nosferatu Pus Finger spied out the location of two of them, this derelict factory and an old apartment building across town. This Scene costs no ticks on the Night Clock, unless the Pack visits the other pits (see pg.23).

- *Following the directions of your Pack Priest you set out to find others like you who were created in recent nights - fellow shovelheads. Arriving at the derelict factory, it is clear that outside there are signs of recently dug earth, where the new vampires would have been buried and subsequently clawed their way out to the surface. But as you all head within the factory there is a sense that something is wrong. In the air there is the smell of phosphorus, and the walls are smeared with scorch marks and recently spilt blood.*

The Pack can roll Intelligence + Investigation, Wits + Awareness, use powers of Auspex, or otherwise search the factory for clues. Their accumulated successes determine how many clues they find.

War Crimes: One success reveals that there was an attack, and the other shovelheads and their Pack are dead. The PCs find charred remains and signs that they were shot up, decapitated, and immolated. Among the detritus the Pack finds old gas cans that are marked with the name of an abandoned shipyard (another pit they can investigate).

Left Out: Three successes allows the Pack to locate a chained up mortal in the basement. They were kept here ready to be fed upon. However, with the other Sabbat destroyed, they have been chained up, alone, for days. Freeing the mortal will require snapping the chains that bind them to some old pipes. Convincing the mortal to trust the Pack, or using Dominate or Presence to calm them, will allow the Pack to glean information regarding the last few days at the factory. The mortal will describe a number of individuals who Skinner will confirm are Sabbat and who can be presumed as destroyed. The mortal also describes a being who was able to manipulate shadows , possibly the Lasombra Laz or Butcher. Failure to discover this mortal will result in screams, as they are torn apart by a ravenous shovelhead who just dug themselves out as the PCs arrived.

Paperwork: Five successes reveals a wallet in the charred remains. Within the wallet are melted ID cards, but there is a flier folded up inside that has survived the heat. The flier is for a bar in the city, Los Muertos. Scribbled on the back is a time and date, for a meeting three days ago. If the PCs go to this location it will take 2 Ticks off the Night Clock. The regulars will quickly identify Eveline "Laz" Lazarus as meeting with a "creepy little guy" (Declan White) and a "yuppy chick" (Bryn Morrissey). Powers such as Dreams of the Past, Spirit Touch, or possibly even Sense the Unseen could clue the PCs into Laz's motives. If she is a Sabbat spy this would be a way to let the PCs into that twist. They would then have to decide if they'll help her keep her cover or seek revenge for all the Sabbat she murdered for her ruse.

Regardless of successes when investigating the factory, the Pack finds a charred book among the ruins before they leave. It was clearly the property of the Tremere Antitribu Maudlin (see pg. 8) and includes passages from the Book of Nod. Everyone in the Pack regains 1 Willpower when it is recovered and PCs with Blood Sorcery can use it to learn the Ritual Ward against Ghouls.

If the PCs take too long dithering before investigating, the lone shovelhead who "survived" will pounce upon the chained up mortal in the basement and they will die screaming.

The Pack may visit the other pits, finding similar scenes of destruction. Visiting these locations takes 2 ticks off the Night Clock each. This will allow them to collect up to six shovelheads to use as cannon fodder in their ambush. These abandoned vampires are nearly mindless and only the power of the Vaulderie can keep them quiescent long enough to point them at enemies.

Shuttered shipyard: The shovelheads here were weighed down and thrown into the water. Only one shovelhead can still be fished out and the PCs risk being attacked by aquatic predators that have become emboldened by the taste of vampire blood in their waters. Sharks, gators, and moray eels are all possible threats (see Blood Starved Eels pg. 34). This was Eveline Lazarus's pit and she had no intention of fishing out these poor souls. In the yards office, the PCs can find half filled gas cans and a wall map that has been recently marked with the location of the Bloody Ranch and the Empty Projects below.

Empty Projects: A semi-abandoned apartment block. The shovelheads were "buried" in freezers and two of them are still locked in their makeshift coffins. A werewolf hunts this turf and if the PCs linger for too long, it will try to scare them off by transforming on a nearby roof top and stalking them from the shadows (see Territorial Lupine pg. 34). If the PCs mention Black Jack, the creature will become enraged and try to tear them apart but will not give chase once they flee its territory.

Bloody Ranch: A haunted farm house just outside the city. The shovelheads were buried in the barn but escaped into the nearby woods when no one was there to greet them. An ax is embedded in the porch and a nearly decapitated ghost haunts the place. If the PCs find a way to talk with the ghost she'll identify Fuad the Butcher as her killer. She'll also delight in recounting how he was dragged out of her house during the day by a woman in black clothes, but she's unsure if he was killed. Two shovelheads can be recovered from the woods.

FROM THE PITS

The shovelheads from these pits are mindless and animalistic vampires. Their Beasts are in near total control of them and only the Vaulderie keeps them in check for now. This could have been the PCs' fate if not for Pus Finger and the Razor Thorns. If the shovelheads are unleashed in the ambush, once per round a PC can sacrifice a shovelhead to ignore up to 2 Health levels of Superficial or Aggravated damage. At the start of each round, add +1 to one PC's margin of success for each surviving shovelhead that aids their action.

Scene 4: Blood Stop

If Karim revealed the feeding habits of Bryn Morrissey, this scene gives the Pack a chance to tilt the ambush further in their favor. If the Pack was not able to gather this information, then the Storyteller should skip this scene unless the Pack thinks of a clever way to gather this info on their own. Possibly from interrogating the patrons of the Los Muertos bar (see Paperwork pg. 22). Black Jack leads the stakeout of Bryn's herd while Skinner and Pus Finger gather weapons and ammo for the ambush. This Scene costs 2 ticks on the Night Clock.

- *Despite how much they try to look mortal, the Camarilla are vampires. It's written in the way they move, how they size up true mortals, and even in how they smell. Black Jack points out these details as you all wait in the shadows. Watching your quarry. As rain begins to drizzle from the night sky, you stalk the vampire from a distance. Bryn pops into a coffee shop, and then a bookstore, before slipping into an old Brownstone. Perhaps a little pain will get this Lick to sell out the Seneschal.*

Bryn is a coterie mate of the Seneschal and a member of clan Ventrue. She serves as the Mirth Street coterie's security coordinator and tech guru. Allow the PCs to be creative when attacking Bryn, but if she escapes she might be able to warn the Seneschal and thus make any plans to ambush her a suicide mission (see The Alert Clock pg. 25). The Pack has the advantage in this fight because they have followed Bryn to a small apartment building where she keeps her herd of willing mortal victims. Bryn's Ventrue Bane means she can only feed off of mortal vegans and similar "health nuts". This makes her a somewhat predictable feeder. However, attacking here requires that the PCs subdue her quickly, because if the fight goes on for too long then her herd in the other apartments will be alerted and will call the police.

Alternatively, they can wait for Bryn to leave, and attack her nearby. While this means there is less chance of the police being alerted, Bryn will have more room to maneuver and escape. What begins as an ambush could turn into a chase through the rain-drenched streets and rooftops of the city. If Bryn escapes or is let go, she will flee the city, but warn the Seneschal of an impending Sabbat attack (see The Alert Clock pg. 25).

If Bryn is captured, the Pack can question her. Threats against her herd can force Bryn to reveal some info very quickly, otherwise the PCs will have to damage her Willpower with the Intimidation or Subterfuge skill. Bryn will confirm that Eveline Lazarus is the traitor and that she is joining the Mirth Street coterie. She will also reveal that the Sabbat Lasombra known as Butcher (see pg. 8) was captured at a farm house by a Thin-blood known as Khadija the Immortal. Bryn knows that Butcher is being held by the Tremere, though she doesn't know where the so-called "Tremere Chantry" is located. Bryn also knows the Seneschal has a folkloric Bane, but she'll only give up this info if she's been dominated or if her Willpower track has been completely filled with damage. If forced to reveal that silver weapons cause Maggie Ross Aggravated Health damage, Bryn will fall completely silent and wait to be killed or released by the PCs.

Freeing Butcher from the Tremere Chantry without alerting the Seneschal would require perfect planning or a lot of luck, it's a course of action Pus Finger refuses. A PC would have to challenge and usurp the Priest's leadership in a Monomacy duel to pursue it. Butcher is a powerful vampire, but freeing him is beyond the scope of this scenario. If the PCs remove Pus Finger as Priest and find the chantry, assume it's guarded by at least two Tremere vampires and four heavily armed ghouls. Additionally the chantry would make liberal use of magical wards and might even have a magical guardian such as a gargoyle or infernal spirit. Assume assaulting the Chantry would put 2 or 3 ticks on the Alert Clock (see pg. 25).

Scene 5: Stack the Deck

The Pack has the remainder of the evening and the next to prepare their attack on the Seneschal's coterie. There are many things the Pack may wish to do, but they have limited time, while trying to uncover the identity of a turncoat within the ranks of the Sabbat. If they flubbed their meeting with the Anarchs or tipped off the Camarilla, they might get ambushed themselves while scouting out the bottleneck. The Storyteller should use the Alert Clock to gauge the threats they might encounter as they make their preperations.

THE ALERT CLOCK

The Sabbat is not subtle and even though Seneschal Ross is feeling confident about having defeated the threat and co-opted Eveline Lazarus, the PCs actions could alert them to their presence. If the PCs are extra violent in their investigations of the pits, or botch the attack on Bryn, this could alert the Seneschal to their presence and their intentions. To handle this, create a six segment Alert Clock. Each time the Pack does something that threatens to tip off the Camarilla to their presence add 1 to 3 ticks to this clock. Killing a bar full of mortals or letting a shovelhead run wild in the streets would be 1 tick, while attacking the Tremere Chantry, letting Bryn Morrissey escape, or slaughtering Karim's Anarchs would be 2 or 3 ticks. Once the Alert Clock is filled, the ambush becomes a suicide mission. PCs with Premonition powers should be warned that their fate is sealed. Eveline Lazarus will no longer be at the Bottleneck. Instead two Camarilla Enforcers (see pg. 34) will be there with the Seneschal, Declan White, and their ghouls. Any attempts to surprise or ambush them will have a Difficulty of 8.

The Bottleneck

The Pack has a number of ways to prepare the ambush. These actions take a number of ticks off the Night Clock, but a PC can't take on more than two of these actions in one night.

Snack pack (1 tick): All PCs have their Hunger set to 1 but the Alert Clock is increased by a number of ticks equal to the margin of failure. Composure + Streetwise + Herd roll, Difficulty 3

Escape routes (1 tick): +1 to all damage in the 3rd round of combat. Wits + Streetwise, Difficulty 3.

Calling in favors (1 tick): Using Contacts or Resources lets the Pack get bigger guns, vehicles, or even silver bullets. Resolve + Persuasion + Contacts or Resources, Difficulty 3.

Hiding spots (2 ticks): Scouting out sight lines will provide a +2 bonus to the margin when rolling to catch your target unaware in the first round of combat. Composure + Stealth, Difficulty 3.

The cavalry (2 ticks): The Pack can try and secure help from the Anarchs or mortal Allies. Charisma + Leadership + Status or Allies, Difficulty 5.

Traps (3 ticks): A resourceful vampire could rig a train with an improvised explosive device or douse a helipad in jet fuel. A crafted explosive device has a 30 foot blast radius and a Bestial Failure results in an explosive accident and a Messy Critical creates a device with a blast twice the expected size. If used as a distraction it provides a +2 bonus to the margin when rolling to catch your target unaware in the first round of combat. If used as an attack, the detonation deals 2 Aggravated Health damage to everyone in the blast. Intelligence + Crafts + Resources, Difficulty 8

Wards (2 ticks): If a PC has ward against ghouls they can trap the Seneschal's ghouls away from the fight, Intelligence + Blood Sorcery, Difficulty 3.

Act Three:

FAITH

You were a hero round these parts.
That's what they call you when you kill so many people the word murderer falls short.

— JOE ABERCROMBIE, BEST SERVED COLD

The PCs ambush the Seneschal and then retreat back to their haven to rest before daybreak. A ghoul working for Bishop Suha is waiting for them. They are attacked during the day and must run for their unlives. They find sanctuary with the Nightmare Covens and must prove their innocence or Lazarus's betrayal.

Scene 1: Pulling Teeth

The Pack has made their preparations and the time has come to make their assault upon the Seneschal's coterie. If they succeed, disorder and paranoia will be rampant in the Camarilla ranks, and the Anarchs may take the opportunity to make their own moves upon the city's court.

Location, Location, Location

The ambush can potentially take place anywhere and can be tailored for your chronicle, city, and the level of action you want. The following are suggestions for where the ambush might take place.

Car Park: With the Seneschal and their coterie parking almost six stories up, there is the danger that combatants could be thrown from the building. The stairwell and elevator are the bottlenecks. Preparations could ensure the elevator is out of order, and so the ambush could take place in the stairwell, where improvised explosives would have maximum effect. Cars make for exciting improvised weapons. Characters with Potence can tear car doors off or pull out engines to throw them at enemies, or use torn car parts as shields. Using Potence or Blood Surges could allow a PC or NPC to lift and crush an enemy with a car. Even if they can't lift a car, they can always drive one into a target. Also, cars contain flammable liquids and fire is not good for vampires!

- *The multistory car park is a concrete monstrosity and a blight on the historic architecture of the city. Late at night the place is dark, and there is hardly anyone present. The only way down from the top level is the stairwell, an elevator, or following the ramp taken up by vehicles.*

Train/Subway: Trains and trams arrive at platforms, which limits the routes on and off the trains. This is especially true in the case of tube trains, as these are for the most part underground. Careful planning could allow the Pack to separate the Seneschal from their coterie by using the tunnels and platforms as bottlenecks. Passing trains

also make for great hazards and even a means to decapitate a vampire or a ghoul.

- *The sound of carriages rattling along rails echoes through the tunnels. Graffiti in garish colors adorns the cracked wall tiles.*

Helipad: Helipads on highrise buildings mean that there is an even greater chance of death and severe injury if anyone is thrown off. Helicopters with spinning blades make for creative means to maim opponents. Helipads have only a few routes down, a staircase, an elevator, and a fire escape. Being so high up makes it hard to escape the building, which gives the Pack plenty of time to complete their ambush. The danger from an explosion, in particular the detonation of the helicopter's fuel tank, is threat to all combatants as there are few places to seek cover.

- *High above the city the wind whips around you as the Seneschal and their coterie disembark from their helicopter. From this high up, the city is quiet and oblivious to the monsters that seek to control its destiny.*

Ferry/Boat: Ferries and boats combine many of the aspects of previous ambush locations. By their nature, they have only one way off - into the water - which makes targets sitting ducks and makes life hard for living opponents such as the ghouls of the Seneschal. Ferries, if they become an inferno, present a particularly hostile environment for Kindred, combined with how isolated they are and the singular way of escaping. The Pack could time their attack by sneaking onto the ferry before it sets off, or use a boat to climb aboard.

- *The dark of night makes the waters appear as black as pitch. The only sound is the lapping of liquid against the hull of the boat, which lurches slowly through the opaque water.*

Running The Fight

No matter the location of the ambush, the Pack's preparations will shape the fight. The Seneschal's coterie totals four Kindred with three ghouls in tow. If the Pack attacked or destroyed Bryn Morrissey before the ambush, then the Mirth Street coterie will be down one vampire. Bryn usually meets the coterie during the last leg of their journey to Elysium because of her peculiar feeding habits, so her absence will put them on edge but it will not immediately put them on alert.

Seneschal Maggie Ross: She will use her Celerity to isolate and target the most dangerous looking foes, firing on them with a heavy pistol (+2 damage). If the Pack has not fled by the 2nd round, she will not hesitate to use Cauldron of Blood, especially if she can target a Tremere or Banu Haqim PC. If attacked with silver, Ross will sacrifice her ghouls as human shields to protect herself.

Bryn Morrissey: Bryn will use her shotgun (+3 damage) to keep her distance and use Dread Gaze on anyone who gets close. Bryn flees if the Seneschal falls or Eveline Lazarus turns against them.

Declan White: The Tremere fires a light pistol (+1 damage) when he must, but usually depends on using his Terminal Decree Dominate power to force opponents into fatal situations. White fights until the end as he is Blood Bound to Maggie Ross. If the Seneschal falls, White will attempt to protect her body, or destroy it if he fears she'll be diablerized.

Eveline "Laz" Lazarus: Depending on her motivations, Laz will either stay and fight or run for it when the Pack shows up. Ironically she will only turn on her Camarilla allies if she was truly trying to betray the Sabbat and the PCs somehow convince her to rejoin them. If Lazarus is a double agent she will do her best to "prove" herself to the Camarilla by using her Arms of the Abyss to throw attacking Sabbat into traffic or off of buildings. If the Seneschal is destroyed, Laz will immediately try to Vanish and escape the city.

Ghouls: The ghouls carry fully automatic submachine guns, wear unmarked ballistic body armor, and their supernatural senses allow them to operate in any darkness unhindered.

Mind the Gap: A ghoul or vampire thrown in the path of hazards such as moving trains, buses, or rotary blades could make for an effective means of taking out a member of the Seneschal's coterie.

Pus Finger, Skinner, and Black Jack: Black Jack gives his silver combat knife (+2 damage) to any PC who asks to use it before the fight. The veterans of the Razor Thorns are set up just outside the bottleneck ready to pick off the Seneschal if she escapes the ambush. If the PCs have to flee, Pus Finger and Skinner will lead them to safety as Black Jack leads away any pursuers in his wolf form. While the Razor Thorns hope the PCs prove themselves, they will not die for them tonight.

Shovelheads and ghouls are resources that the PCs and NPCs can use to augment their actions and shield themselves from consequences. Once per round a PC or NPC can sacrifice a shovelhead or ghoul to ignore up to 2 Health levels of Superficial or Aggravated damage. At the start of each round, add +1 to a PC's or NPC's margin of success for each surviving shovelhead or ghoul that aids their action. They can also shape the battlefield as needed. A team of ghouls can shower an area with automatic fire to suppress or hold back the PCs. While shovelheads can swarm and restrain a powerful enemy so they can't get away.

Eveline Lazarus will be shocked when the PCs appear, believing she'd killed all the shovelheads. A Pack of Sabbat ambushing the Seneschal not only threatens her acceptance into the Camarilla, but could prompt the Mirth Street coterie to attack her as well. If the PCs know she's a double agent, the Pack may want to let her escape so that she can continue her ruse but Laz will do her best to maim them regardless of her motivations. Lasombra do not like to have their machinations exposed.

The combat should conclude after 3 rounds of action. If the Seneschal is destroyed, combat should wrap up soon after. If the Pack suffers two or more loses without taking down the Seneschal or Eveline, then Pus Finger will call for them to flee.

Aftermath

Concluding the ambush, if the PCs fail they will be forced to flee to their hideout. The Pack will likely wish to make a quick escape, melt into the city and reconvene. This might require separate Streetwise or Stealth rolls at Difficulty 3 to get back to their haven without revealing its location to the Camarilla chasing them. PCs with their own havens might be able to hide out there, but their Pack might become suspicious of their absence.
If the Pack succeeds in their ambush, there are many opportunities for them. The first is that the Pack will have the chance to diablerize members of the Seneschal's coterie. The Priest will try to stop them from consuming the soul of the Seneschal, but in the heat of combat anything can happen. Also capturing the Lasombra Eveline Lazarus makes for a significant prize. Any of the Nightmare Covens' lingering suspicions would be quickly dispelled by presenting Eveline as a captured trophy. Regardless of the outcome, Khadija (see pg. 34) will be watching and attempts to follow the PCs back to their haven unless she already has.

BANG! FUCK! I'M DEAD!

Unlife as a shovelhead can be brutal. Few of them survive their first nights as Pus Finger made clear at the start of the Scenario. With that in mind, if one or more PCs are destroyed in the fight, let the players roll up a new shovelhead using the Graves Choices on pg. 38. These new vampires could be the survivors of the mob they brought with them, or stragglers that they find in order to replenish their number. If the Storyteller prefers he can have Skinner or Black Jack step in to save a PC on the verge of death. Sacrificing themselves for their Packmate.

Scene 2: The Reunion

A ghoul working for Bishop Suha is waiting for the Pack at their haven. She tells them that the Bishop has been watching them and no longer believes they are working for the Camarilla. She thinks another betrayed the Sabbat, but many in the Nightmare Covens are skeptical. The ghoul wants the PCs to return with her the following night to tell the Bishop what they know.

- *When you enter your haven you see a slim women sitting on a folding chair. You can hear the beat of her living heart, but also sense something strangely familiar about her. "The Bishop of the Nightmare Covens has sent me" she says. "Suha has asked me to guide you all to her esbat tomorrow evening"*

Who are you? How did you find us?

- *My name is Tower. Bishop Suha's ghoul. She has been watching you since you crawled out of your graves. She has allies in the Graveyard Shift, a mortal cult that watches places of the dead.*

Why haven't you helped? Why now?

- *The Bishop thought you were the traitors who corrupted the Creation Rites. She asked me to come here after she heard of your attack against the Camarilla. Is it true a Lasombra was among them?*

What does the Bishop want? What's an "esbat"?

- *Bishop Suha has called for an esbat, a gathering of Sabbat for tomorrow night and she wants proof that the real traitor has been dealt with. The Bishop believes you know who was responsible for our betrayal and she wishes you to come before the Covens and perhaps join their ranks.*

How do we get there? When do we leave?

- *I have an RV parked safely near by. With sunrise so close, we can rest here and then leave tomorrow night as soon as you rise from your daysleep. After tonight's battle, I'm sure the Camarilla is already tearing the city apart looking for you all. I wouldn't want to be an Anarch on the streets tonight.*

THE NIGHTMARE COVENS

A group of 3 or 4 Sabbat Packs that have been gathering intelligence and coordinating the logistics of the Gehenna war for years. Bishop Suha has done her best to keep her Packs from joining the front lines. Though she fears these failed mass embraces could break her hold on leadership if she can't convince her followers that someone other than her was solely responsible for the disaster.

Scene 3: Counterattack

The Pack's haven is likely compromised. This could be because Khadija shadowed them, Karim tracked the phone he gave Pus Finger, or the Camarilla spotted them on traffic cameras as they fled the ambush. This Scene is a daytime sequence of horrors as Camarilla ghouls assault their resting place. It is assumed the pack Priest and other NPCs die in this Scene, but the Bishop's ghoul helps guide the PCs to safety. The Daywalker Khadija (see pg. 34) is present and will attempt to kill Pus Finger during the assault, but she's only directly working with the Camarilla to kill the other Sabbat if Karim sold them out. If the PCs were very diligent or lucky, the Storyteller can skip this Scene and assume the Razor Thorns part ways before the esbat.

- *You all awake suddenly to the smell of smoke and the roaring fire that's consuming the outer walls of your haven. Black Jack shoves one of you out of the way as a section of the ceiling collapses and partially crushes him under debris. You all look on in horror as rays of sunlight break through the gap and sear Jack's flesh. His face silently locked in anguish as one of his hands almost instantly crumbles into ash.*

The Pack will have 3 rounds to fend off Camarilla ghouls, avoid sunlight, match blades with Khadija, and follow Bishop Suha's ghoul to the RV camper she has parked a block away. Pus Finger will stay behind to attempt to unpin Black Jack, while Skinner will flay the flesh off of pursuing ghouls with his powers. This is likely the last time the PCs will see them. Allow the PCs to come up with creative ways to handle this situation, but make it clear that if they stand and fight, they will die a final time.

In their dash to safety the PCs must collectively accumulate 15 successes each round or take one of the following consequences. Remind the PCs that they can re-roll dice by spending Willpower and can use Blood Surges. If there are less than 4 PCs reduce the required successes to 10 a round.

SOLD OUT

If the Anarch Karim sells out the Pack (see pg. 18), the Camarilla has a lot more time to prepare their attack. This will include jamming the PCs' phones, sabotaging their vehicles, and murdering any mortal lookouts. Allow PCs a Security or Technology roll at Difficulty 5 and for each Margin of Success allow the Pack to keep a vehicle, retainer, or security feature. Though there is nothing they can do for their phones. Also the first time the PCs get the Wounded consequence, they are Trapped instead.

If the Pack has taken prisoners back to their haven, such as Seneschal Ross or Lazarus, they'll have to figure out how to escape with them. The storyteller should also allow the PCs to sacrifice these prisoners to negate a Wounded or Burned consequence for one of the PCs. Lastly any PC with the power Premonition should be given some cryptic forewarning of this Scene earlier in the Scenario and gets a +2 die bonus on the first round.

Wounded: If the PCs fail by less than 5 they all take Superficial damage equal to the margin of failure.

Burned: If the PCs fail by 10 or more they all take 2 levels of Aggravated fire or sunlight damage.

Trapped: If the PCs gather no successes the first round, they are trapped in their collapsing haven and all take 4 Superficial damage. Black Jack will transform into a wolf and dig them a way out, but will be immediately cut down by automatic weapon fire as he emerges from the rubble. His corpse tumbles into open sunlight and is instantly consumed and burnt to embers and white ash.

Ashes: If the PCs gather no successes in the second or third round, then one of the PCs that was **Burned** in a previous round is consumed by sunlight and burnt to ash. A PC with the Defy Bane Fortitude power can ignore this result once

or sacrifice themselves to save another. Skinner will sacrifice himself for one of the PCs.

Diablerie: If the PCs fail to gather enough successes in two or more rounds, they witness Pus Finger being diablerized by Khadija as they drive away.

If the PCs gather 15 or more successes in a round, they earn one of the following rewards. These benchmarks should all be reduced by 5 if the PCs number less than four.

Slaughter: If the PCs gather 15 or more successes in a round they can heal 1 Superficial Willpower or 2 superficial Health damage as they feast on the mortals attacking them.

Hostage: If the PCs gather 20 or more successes in a round they capture a favored ghoul of the Camarilla court. He could be traded for cash (Resources 2) or interrogated for information (Non-Sabbat Loresheet or Contacts 2). These temporary dots would be awarded during the Epilogue and can only be used once, though Loresheet abilities gained this way remain but give no ability to purchase additional powers from that Loresheet.

Pay back: If the PCs gather 25 or more successes in a round one of them diablerizes Khadija. Her Thinblood does nothing for their generation or Blood Potency, but the diabolist doesn't lose any Humanity and becomes immune to sunlight damage for the rest of the Scene. All of the PCs also gain +1 experience at the Scene's end.

If the storyteller wishes to run this Scene earlier or without compromising the Packs haven beforehand, Lazarus could have easily placed blood stones or other trackers inside their corpses before they were buried. The Camarilla would then have the means to attack them in response to the Alert Clock maxing out (see pg. 25). PCs with Sense the Unseen would be able to detect magical trackers and Heightened Senses could detect the signals of technological devices hidden on them.

Scene 4: The Cathedral

Bishop Suha welcomes the Pack to the Nightmare Covens. Several Sabbat vampires there accuse them of being traitors and Camarilla spies, but the Bishop has brought the Pack here to tell their story. Suha is worried that her rivals will use this opportunity to replace her as Bishop, so she will only publicly support the Pack if they can win the crowd over by presenting evidence of their loyalty to the Sabbat or victory over the Camarilla.

- *The ghoul called Tower leads you through back alleys and shattered neighborhoods until you arrive at the ruins of a cathedral. Before a cracked altar, a massive bonfire of smashed pews burns. From the shadows you can all see the gleaming bestial eyes of more than a dozen gathered vampires. A small olive skinned woman dressed in black takes a place of authority behind the altar and all eyes turn to her as she addresses your Pack. "Welcome brothers, sisters, and comrades. I am Suha, Bishop of the Nightmare Covens. Have you brought us our traitor?"*

If the Pack has captured Laz or has proof that they killed the Seneschal, this will silence her detractors and Suha will openly welcome them into the Nightmare Covens. If the Pack is silent about their deeds or overly belligerent they may have to engage in a modified Social Combat to convince the assembled Sabbat of Lazarus's guilt and of their innocence. If they succeed they can stay and form their own Pack as part of the covens if they wish. But if they fail, they must leave the next night or be destroyed. Regardless of the outcome, Suha performs The Binding ritae to anoint them as a new Pack with a new Priest. Since everyone in the Pack will be rewarded a dot in the Ritae Background after completing this Scenario (see Rewards pg. 33), any of the PCs can serve as the new Priest. The PCs should pick a Pack name and Pack type (see TBH:PtS pg. 46), or use the Grave Choices table to generate a Pack name randomly (see pg. 41). They can even take on the name Razor Thorns if Pus Finger, Skinner, and Black Jack didn't make it.

Chasing Shadows

If the Pack cannot produce Lazarus or prove her betrayal, they will have to convince a very hostile audience that they are loyal Sabbat. This requires them to gather 12 Successes over the course of 3 rounds. Every round they fail to gather enough successes, they all take 1 Aggravated Willpower damage. Once a character's Willpower track has been filled, they become Impaired and cannot argue further. Up to three characters a round may plead with the assembled Sabbat vampires on the grounds of their Faith, Loyalty, or Freedom. If they have proof they destroyed the Seneschal, Bishop Suha will publicly side with the Pack after the 3rd round, increasing their successes by +4.

Faith: Intelligence + Occult or Academics. Your actions were guided by Caine or Lilith.

Loyalty: Charisma + Insight or Politics. You stayed true to your mission despite the odds.

Freedom: Resolve + Subterfuge or Persuasion. You had a choice, and you chose the Sabbat. Forever.

Epilogue

After the Pack decides if they wish to become Nomads or settle down among the Nightmare Covens if they can, they will quickly discover that other Sabbat now treat them as full equals instead of clueless shovelheads. The Anarchs may want to work with them again if they didn't blow their cover and the Camarilla will certainly be looking for revenge after they murdered such a high ranking court officer. If Eveline Lazarus was a double agent working for the Seraphim Nawal bint Hawa (see TBH:PtS pg. 124), the Banu Haqim elder may contact the Pack through her pawns to settle the debt they now owe her for disrupting her plans. This could be an interesting way for the PCs to gain a powerful Seraphim of the Black Hand as their mentor or adversary.

Rewards

Give PCs +1 experience at the end of each Act in addition to their normal experience rewards and +1 additional experience if they finished the Scenario while adhering to its Tenets (see pg. 8). At the end of the Scenario the PCs gain the initial dot in the Ritae Background (see TBH: PtS pg. 93).

The Pack may also gains 3 dots in one of the following Backgrounds as appropriate for their choices during the Scenario at no cost: Allies (Nightmare Covens), Mawla (Karim or Bishop Suha), or a Loresheet (Graveyard Shift or The Nightmare Covens). If the Pack destroyed Seneschal Ross they will also receive 1 dot in Status (Sabbat) and 2 dots in Enemy (Prince Makim). If they did this without revealing they were Sabbat to Karim or Khadija the Immortal, they'll also get 1 dot in Status (Anarch).

Lastly, if the Pack fails to convince the Nightmare Covens of their loyalty and is forced to leave, the Pack receives the Status flaw Suspect (Sabbat).

After picking a Pack Type and forming a new Pack, the PCs will also be able to spend their Pack dots (see TBH:PtS pg. 45) to buy Pack Backgrounds, Arena Traits, or even a Pack Loresheet. The PCs can use the blank Pack Map on pg. 46 to record their choices.

SCENARIO LORESHEETS

Scenario Loresheets can only be taken by a PC that has completed the linked Scenario. PCs can have levels from as many Scenario Loresheets as they wish. Levels from a Scenario Loresheet can be taken by a Pack or by an individual, but their effects never stack. Scenario Loresheets do not count towards the usual loresheet limit of their Chronicle at the Storyteller's discretion. The Graveyard Shift loresheet can be counted as a Scenario Loresheet if the Storyteller wishes to make them a larger part of the story.

Extras

This section includes antagonists and printable Night/Alert clocks to help the Storyteller track the player characters actions.

The Antagonists

The NPCs below provide obstacles and opportunities for the Pack. Their die pools are listed as well as some of their more notable powers. Feel free to give the named antagonists more powers and abilities to better suite your Chronicle.

Ash and Mia (Anarch Thin-bloods)

Difficulty: 3/1
Common Pools: Physical 5, Social 5, Mental 4
Exceptional Pools: Performance or Intimidation 7
Gen: 15 **Blood Potency:** 0
Health: 5 **Willpower:** 4

Karim (Anarch)

Difficulty: 3/1
Common Pools: Physical 8, Social 6, Mental 5
Exceptional Pools: Politics 6, Resolve 7
Notable Powers: Celerity (Rapid Reflexes, Blink)
Gen: 13 **Blood Potency:** 1
Health: 7 **Willpower:** 5

Khadija the Immortal (Thin-blood)

Difficulty: 4/2
Common Pools: Physical 6, Social 6, Mental 6
Exceptional Pools: Melee 8, Stealth 8
Notable Powers: Celerity (Rapid Reflexes)
Merits: Daywalker (Immune to Sunlight)
Gen: 14 **Blood Potency:** 0
Health: 7 **Willpower:** 5

Blood Starved Eels (Animal Ghouls)

Difficulty: 2/1
Common Pools: Physical 5, Social 3, Mental 3
Exceptional Pools: Stealth 6
Notable Powers: Potence (Lethal Body)
Health: 3 **Willpower:** 2

Territorial Lupine (Crinos Werewolf)

Difficulty: 5/1
Common Pools: Physical 10, Social 3, Mental 5
Exceptional Pools: Resolve 7
Notable Powers: Celerity (Rapid Reflexes, Blink), Obfuscate (Cloak of Shadows), Protean (Feral Weapons, Shapechange)
Health: 12 **Willpower:** 5

Bryn Morrissey (Camarilla Ventrue)

Difficulty: 3/2
Common Pools: Physical 5, Social 7, Mental 6
Exceptional Pools: Firearms 6, Resolve 7
Notable Powers: Fortitude (Unswayable Mind), Presence (Dread Gaze)
Gen: 11 **Blood Potency:** 2
Health: 7 **Willpower:** 5

Seneschal Margaret "Mags" Ross (Camarilla Banu Haqim)

Difficulty: 4/2
Common Pools: Physical 5, Social 6, Mental 6
Exceptional Pools: Melee 6, Persuasion 6, Powers 7
Notable Powers: Blood Sorcery (Cauldron of Blood), Celerity (Rapid Reflexes, Blink)
Gen: 11 **Blood Potency:** 3
Health: 6 **Willpower:** 7

Declan White (Camarilla Tremere)

Difficulty: 4/2
Common Pools: Physical 4, Social 5, Mental 7
Exceptional Pools: Awareness 7, Occult 8, Powers 7
Notable Powers: Auspex (Sense the Unseen), Dominate (Terminal Decree)
Gen: 13 **Blood Potency:** 1
Health: 5 **Willpower:** 6

Eveline "Laz" Lazarus (Lasombra)

Difficulty: 3/3
Common Pools: Physical 6, Social 4, Mental 6
Exceptional Pools: Brawl 7, Powers 7, Resolve 7
Notable Powers: Potence (Prowess), Obfuscate (Arms of the Abyss, Vanish)
Gen: 12 **Blood Potency:** 2
Health: 8 **Willpower:** 6

Camarilla Enforcer or Anarch Brute

Difficulty: 3/1
Common Pools: Physical 6, Social 4, Mental 3
Exceptional Pools: Firearms 6
Notable Powers: Celerity (Rapid Reflexes), Protean (Feral Weapons)
Gen: 13 **Blood Potency**: 1
Health: 5 **Willpower**: 3

Fuad "Butcher" Boumed (Lasombra)

Difficulty: 4/1
Common Pools: Physical 8, Social 6, Mental 5
Exceptional Pools: Powers 6, Resolve 7
Notable Powers: Presence (Bring it on), Obfuscate (Arms of the Abyss), Potence (Juggernaut)
Gen: 11 **Blood Potency**: 2
Health: 7 **Willpower**: 5

Ghoul Soldiers (Camarilla Ghouls)

Difficulty: 2/1
Common Pools: Physical 4, Social 4, Mental 6
Exceptional Pools: Firearms 6, Melee 6, Resolve 6
Notable Powers: Protean (Eyes of the Beast)
Health: 4 **Armor**: 4 **Willpower**: 3

Bishop Suha (Sabbat Ravnos)

Difficulty: 4/3
Common Pools: Physical 5, Social 4, Mental 7
Exceptional Pools: Brawl 6, Occult 8, Powers 8
Notable Powers: Blood Sorcery (Cauldron Blood), Obfuscate (Vanish)
Gen: 11 **Blood Potency**: 3
Health: 7 **Willpower**: 7

Nightmare Coven Vampire (Sabbat)

Difficulty: 3/2
Common Pools: Physical 5, Social 6, Mental 5
Notable Powers: Obfuscate (Vanish) or Presence (Dread Gaze)
Gen: 13 **Blood Potency**: 1
Health: 6 **Willpower**: 5

Random Shovel Head (Sabbat)

Difficulty: 2/1
Common Pools: Physical 5, Social 6, Mental 5
Notable Powers: Potence (Lethal Body)
Gen: 14 **Blood Potency**: 1
Health: 4 **Willpower**: 3

LASOMBRA OBTENEBRATION

Fuad and Eveline have Obfuscate as a clan discipline instead of Oblivion and use amalgams known as Obtenebration. These shadow powers usually mix Obfuscate with Dominate or Potence.

Obfuscate

Level 2

ARMS OF THE ABYSS

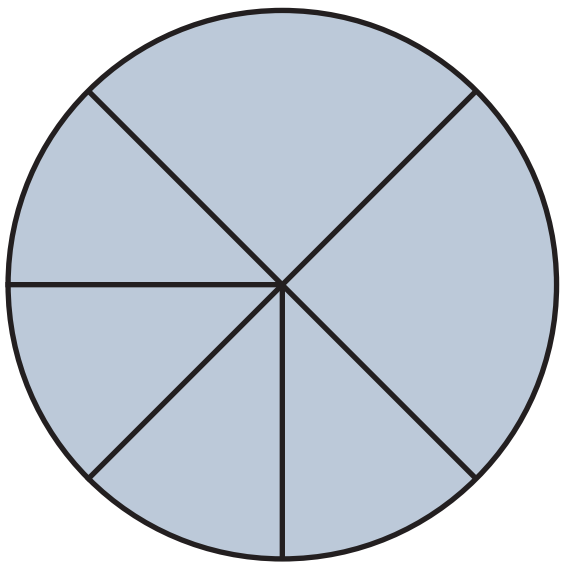
- **Amalgam:** Dominate 1

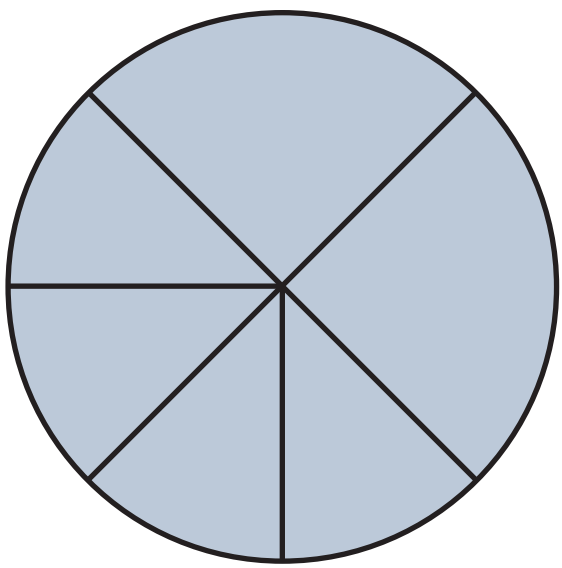
The vampire imbues the shadows around them with the strength of their will. A mass of grasping tentacles burst from the dark to restrain foes.

- **Cost:** One Rouse Check
- **System:** The Vampire can target up to three victims within 10 meters or set up shadowy arms as writhing obstacles. Supernaturals and prepared mortals in may attempt to evade the tentacles' grapple but this requires a contest of Wits + Obfuscate vs the victims Strength + Brawl. These tentacles have Health equal to your Obfuscate level and take damage as a vampire, but sunlight instantly destroys them. While the tentacles can be directed to restrain new targets, they cannot be commanded to take subtle or fine actions. Reactivating this power will dismiss the current tentacles and summon new ones. An unprepared or Weak mortal can be instantly torn apart or smothered by these tentacles if the vampire wishes.

The Night Clocks

Our Graves are Empty uses two Night Clocks. These six segment circles fill with "ticks" as the PCs take actions on the 1st and 2nd night before the attack on the Mirth Street Coterie. When the 1st Night Clock is filled the Pack returns to their haven to sleep out the day. When the 2nd Night Clock is filled, move on to Act 3 and the ambush. After the first two ticks are filled in a Night Clock, the Storyteller should remind the PCs of their limited time. It's also a good time to throw curve balls and unexpected problems at them.

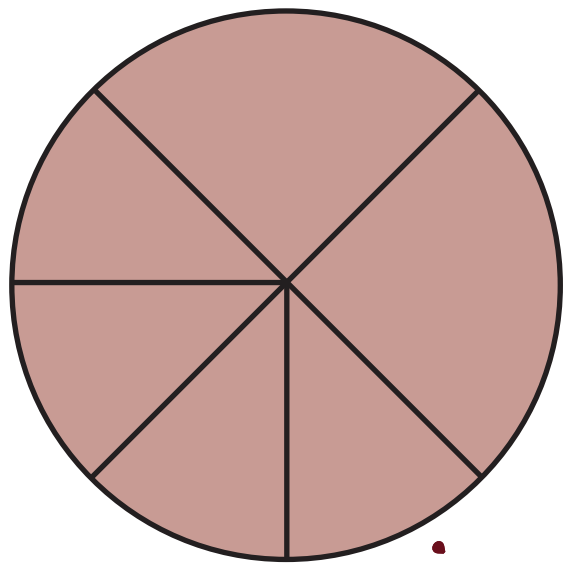




The Alert Clock

Our Graves are Empty uses one Alert Clock. This six segment circle fills with "ticks" as the PCs take actions that can alert Seneschal Ross and the Mirth Street Coterie that the Sabbat are still in the city and preparing an attack. Once the Alert Clock is filled, the ambush becomes a suicide mission. PCs with Premonition powers should be warned that their fate is sealed. Eveline Lazarus will no longer be at the Bottleneck. Instead two Camarilla Enforcers (see pg. 34) will be there with the Seneschal, Declan White, and their ghouls. Any attempts to surprise them or catch them unaware will have a Difficulty of 8.

After the first two ticks are filled in the Alert Clock, the PCs should notice an increased police presence on the street and if they venture to nicer parts of town, they'll see armed private security forces guarding key buildings and intersections.



Grave Choices

These tables allow players to complete their characters from prompts in Act 1 or create random characters or even entire Sabbat Packs.

Sabbat Character Creation Rites

MORTAL FATE (TABLE 1.1)

ROLL	CARD	MORTAL AMBITION	CONVICTION (TOUCHSTONE)
1	Death	Forgive yourself	You're only human (Your Sibling)
2	The Devil	Get rich or die trying	You deserve the best (Your Lover)
3	The World	Pay it forward, make a difference	We live in a society (Your Neighbor)
4	The Moon	Impress the world with your talent	Never believe the haters (Your BFF)
5	The Hermit	Keep your family safe	Never harm the innocent (Your Child)
6	The Lovers	Find true love	Give love a chance (Your Partner)
7	The Fool	Save the world	Believe in people (Your Sibling)
8	The Magician	Gain power over others	Never give up (Your Teacher)
9	The Empress	Raise a family	Never harm the innocent (Your Parent)
10	The Tower	Never get hurt again	Never risk yourself (Your Parent)

UNEARTHED DESIRES (TABLE 1.2)

ROLL	CARD	DESIRE
1	Death	Humiliate an enemy
2	The Devil	Impress your Pack
3	The World	Prove your worthy of undeath
4	The Moon	Pass as living among mortals
5	The Hermit	Terrify a mortal into submission
6	The Lovers	Test yourself in the face of fire
7	The Fool	Keep your Beast in check
8	The Magician	Let your Beast loose
9	The Empress	Feed on elder blood
10	The Tower	Commit Diablerie

BLOODLINE (TABLE 1.3)

ROLL	CARD	ANTITRIBU CLAN	DISCIPLINE LEVEL: POWERS
1	Death	Banu Haqim	Celerity 2: Rapid Reflexes, Fleetness / Blood Sorcery 1: A Taste for Blood
2	The Devil	Brujah	Presence 2: Awe, Predator's Lure / Celerity 1: Rapid Reflexes
3	The World	Gangrel	Protean 2: Eyes of the Beast, Feral Weapons / Fortitude 1: Resilience
4	The Moon	Malkavian	Auspex 2: Sense the Unseen, Dreams of the Past / Obfuscate 1: Cloak of Shadows
5	The Hermit	Nosferatu	Obfuscate 2: Cloak of Shadows, Unseen Passage / Animalism 1: Bond Famulus
6	The Lovers	Caitiff	Fortitude 2: Resilience, Toughness / Animalism 1: Bond Famulus
7	The Fool	Ravnos	Presence 1: Daunt / Obfuscate 2: Cloak of Shadows, River of Dreams
8	The Magician	Tremere	Blood Sorcery 2: Chains of Morpheus, Breath of the Lotus Eaters / Auspex 1: Sense the Unseen
9	The Empress	Tzimsce	Protean 2: Trophy Hunter, Flense / Dominate 1: Cloud Memory
10	The Tower	Tzimisce	Dominate 2: Compel, Mesmerize / Animalism 1: Thrill of the Hunt

SABBAT PREDATOR TYPE (TABLE 2)

ROLL	CARD	PREDATOR TYPE	EXTRA DISCIPLINE LEVELS	BLOOD POTENCY	HUMANITY
1	Death	Ripper	Protean +1 & Obfuscate +1	2	5
2	The Devil	Reclaimer	Blood Sorcery +1 & Protean +1	2	5
3	The World	Reclaimer	Blood Sorcery +1 & Protean +	2	5
4	The Moon	Hedonist	Presence +1 & Potence +1	1	6
5	The Hermit	Hedonist	Presence +1 & Potence +1	1	6
6	The Lovers	Scavenger	Oblivion +1 & Fortitude +1	1	6
7	The Fool	Domina	Potence +1 & Dominate +1	1	6
8	The Magician	Masochist	Fortitude +1 & Auspex +1	1	6
9	The Empress	Executioner	Potence +1 & Auspex +1	1	6
10	The Tower	Absolver	Dominate +1 & Presence +1	1	6

PATH OF ENLIGHTENMENT (TABLE 3)

ROLL	CARD	PATH OF ENLIGHTENMENT	PATH CONVICTION (TOUCHSTONE RITAE)
1	Death	Death and the Soul	Never fear death (Vaulderie)
2	The Devil	Cathari	Rules are meant to be broken (Vaulderie)
3	The World	Cathari	Indulge every temptation (Vaulderie)
4	The Moon	Cathari	Punish the unworthy (Vaulderie)
5	The Hermit	Cathari	You can't change fate (Vaulderie)
6	The Lovers	Caine	Reject the mortal world (Vaulderie)
7	The Fool	Caine	The strongest eat first (Vaulderie)
8	The Magician	Lilith	Never fear the truth (Vaulderie)
9	The Empress	Lilith	Pain is the greatest teacher (Vaulderie)
10	The Tower	Power and the Inner Voice	Might makes right (Vaulderie)

Sabbat Nicknames

FIRST NAME (TABLE 4.1)

ROLL	CARD	ADJECTIVE
1	Death	Big
2	The Devil	Rot
3	The World	Blood
4	The Moon	Short
5	The Hermit	Pus
6	The Lovers	Slurp
7	The Fool	Sip
8	The Magician	Red
9	The Empress	Green
10	The Tower	Crossed

LAST NAME (TABLE 4.2)

ROLL	CARD	BODY PART
1	Death	Mouth
2	The Devil	Fangs
3	The World	Eye
4	The Moon	Tooth
5	The Hermit	Foot
6	The Lovers	Head
7	The Fool	Guts
8	The Magician	Neck
9	The Empress	Back
10	The Tower	Hands

FIRST OR LAST NAME (TABLE 4.3)

ROLL	CARD	ADJECTIVE
1	Death	Hawk
2	The Devil	Dog
3	The World	Rat
4	The Moon	Owl
5	The Hermit	Jaguar
6	The Lovers	Cat
7	The Fool	Maggot
8	The Magician	Fly
9	The Empress	Moth
10	The Tower	Tick

FIRST OR LAST NAME (TABLE 4.4)

ROLL	CARD	PLANETS AND TAROT
1	Death	Mars
2	The Devil	Moon
3	The World	Jupiter
4	The Moon	Mercury
5	The Hermit	Sun
6	The Lovers	Fool
7	The Fool	Tower
8	The Magician	Hermit
9	The Empress	Death
10	The Tower	World

Sabbat Pack Names

PREFIX (TABLE 5.1)

ROLL	CARD	PREFIX
1	Death	Razor
2	The Devil	Bloody
3	The World	Angel
4	The Moon	Ravenous
5	The Hermit	Sword's
6	The Lovers	Violent
7	The Fool	Eaters of
8	The Magician	Knights of
9	The Empress	Shepherds of
10	The Tower	Masters of

SURNAME (TABLE 5.2)

ROLL	CARD	SURNAME
1	Death	Thorns
2	The Devil	Flesh
3	The World	Redemption
4	The Moon	Damnation
5	The Hermit	Eternity
6	The Lovers	Roses
7	The Fool	Rats
8	The Magician	Dogs
9	The Empress	Bulls
10	The Tower	Wire

OPTIONAL SUFFIX, PREFIX, OR ADJECTIVE (TABLE 5.3)

ROLL	CARD	OPTIONAL MODIFIER
1	Death	Reborn
2	The Devil	Returned
3	The World	Interred
4	The Moon	Buried
5	The Hermit	Entombed
6	The Lovers	Unbound
7	The Fool	Unchained
8	The Magician	Unleashed
9	The Empress	Enochian or Caine's
10	The Tower	Lilin or Lilitu

RAZOR THORNS REBORN

We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far.

— HP LOVECRAFT, THE CALL OF CTHULHU

A Sabbat Pack with a history stretching back to the 1990s. The Razor Thorns are here to support the Nightmare Covens and destroy Seneschal Ross.

The Veterans

These Sabbat are the core of the Razor Thorns Pack. They are inhuman and brutal and hope to mold the player characters in their own image. These Cainites are older Neonates and Ancillae and know the Sabbat's Ritae, lore, and history well.

Pus Finger (The Priest)

A curious Nosferatu recently returned from the Gehenna War. He is on the Path of Caine, but is able to teach the basics of any Sabbat Path. Pus Fingers suspects there's a traitor among the other Sabbat and plans to complete the mission without them, but could easily be convinced to investigate a promising lead given his clan's hunger for secrets.

Common Die Pools: Physical 5, Social 3, Mental 6
Exceptional Die Pools: Brawl 7, Powers 6
Notable Powers: Obfuscate (Unseen Passage, Vanish)
Health: 6 **Willpower:** 6

Skinner (The Den Mother)

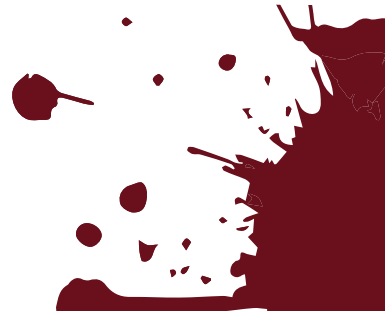
Skinner is on Cathari and obsessively clings to mementos of their mortal identity. They are very protective of the shovelheads, especially other Tzimisce. While eccentric, Skinner is usually calm, empathic, and willing to comfort new vampires. This facade quickly melts away to savagery if the Pack is ever endangered.

Common Die Pools: Physical 4, Social 6, Mental 5
Exceptional Die Pools: Composure 7, Powers 6
Notable Powers: Protean (Flense, Fleshcraft)
Health: 6 **Willpower:** 7

Black Jack (The Guard Dog)

An unnervingly quiet devotee of Death and the Soul, Black Jack has stripped themselves of their mortal identity. This perpetually barefoot Gangrel often wears the shredded and blood smeared clothing of their last victim, and it's almost impossible to pass for mortal or non-Sabbat when Black Jack is present. They carry a silver combat knife.

Common Die Pools: Physical 6, Social 4, Mental 4
Exceptional Die Pools: Brawl 8, Powers 6
Notable Powers: Protean (Shapechange: Wolf), Fortitude (Resilience)
Health: 9 **Willpower:** 5



The Shovelheads

Players should be given one of these templates if they start the Scenario buried. They fill in a character sheet during Act I as directed by the Storyteller. These character templates are named by how or where the Sabbat kidnapped them. If the Storyteller and players prefer, completed charaters are included for each template starting on pg. 47.

Lost in the Cubicles

You were working late and just packing up for the night when you heard a noise. You thought about ignoring it, and just going home, but you decided to check it out. That's when they grabbed you. You tried to get back to the phone on your desk, but it was too late.

Attributes: Phys (Str 3 Dex 1 Sta 2), Soc (Cha 4 Man 2 Com 3), Men (Wit 2 Int 3 Res 2)

Skills (Specialties): Athletics 1, Brawl 2, Insight 2, Finance 3 (Data Forensics), Drive 1, Medicine 1, Performance 2 (Piano), Persuasion 4, Subterfuge 3, Technology 3

Health: 5 **Willpower:** 5 **Humanity:** 7

Possessions: Company key card, a bundle of old keys, $50 gift card to Target

Abandoned at Home

You weren't expecting anyone that night. You were home alone when the doorbell rang. You told yourself not to let them in. You told yourself to ignore the buzzer, but then you heard a gentle voice pleading for help on the other side of the door. The last thing you remember is turning the lock.

Attributes: Phys (Str 2 Dex 2 Sta 3), Soc (Cha 2 Man 1 Com 3), Men (Wit 4 Int 3 Res 3)

Skills (Specialty): Animal Ken 1, Athletics 1, Brawl 2, Awareness 4, Drive 1, Investigation 3, Occult 3, Persuasion 2, Politics 3 (Conspiracy), Technology 2

Health: 6 **Willpower:** 6 **Humanity:** 7

Possessions: A lighter, an empty wallet, a torn photograph of a young man, $10

Found in a Car Park

You saw them out of the corner of your eye. A leather clad gang right off the cover of a 90s album. You hustled to your parking spot, looking over your shoulder at every shadow. When you got to your car, they were waiting for you. Silent. Smiling.

Attributes: Phys (Str 2 Dex 3 Sta 3), Soc (Cha 2 Man 2 Com 3), Men (Wit 2 Int 4 Res 1)

Skills (Specialties): Animal Ken 2, Brawl 2, Awareness 3, Drive 1, Intimidation 3, Leadership 1, Larceny 3 (Hotwire), Stealth 1, Streetwise 3, Subterfuge 4, Technology 2

Health: 6 **Willpower:** 4 **Humanity:** 7

Possessions: Car keys, an old receipt, empty can of pepper spray, $20

Stranded by the Road

It was just after sunset when you pulled over to the side of the road. Their truck was broken down and you thought they needed help. Then their faces changed and you had to run for it. You tried to fend them off, but you were no match for their fangs and claws.

Attributes: Phys (Str 4 Dex 1 Sta 3), Soc (Cha 2 Man 1 Com 3), Men (Wit 2 Int 2 Res 3)

Skills (Specialties): Athletics 3, Animal Ken 3, Brawl 3, Awareness 2, Craft 2 (Repair), Drive 1, Intimidation 2, Firearms 1, Survival 4, Technology 1

Health: 6 **Willpower:** 6 **Humanity:** 7

Possessions: Snapped tire iron, car keys, broken flip phone

Drowning at the Bar

You were always the last to leave the club, but that night you had some company. A rough looking and generous barfly. You were just heading to a late night party with some of their friends when things got weird. You knew they were going to kill. You didn't know they were going to bring you back.

Attributes: Phys (Str 3 Dex 2 Sta 4), Soc (Cha 2 Man 2 Com 3), Men (Wit 3 Int 2 Res 1)

Skills (Specialties): Academics 1, Brawl 3, Awareness 2, Insight 3, Investigation 3, Melee 2, Persuasion 1, Stealth 1, Subterfuge 4 (Threats), Technology 2

Health: 7 **Willpower:** 4 **Humanity:** 7

Possessions: Matchbook with a phone number written on it, uncharged smartphone, out of state drivers license, $20 in singles

A Scholar far from Home

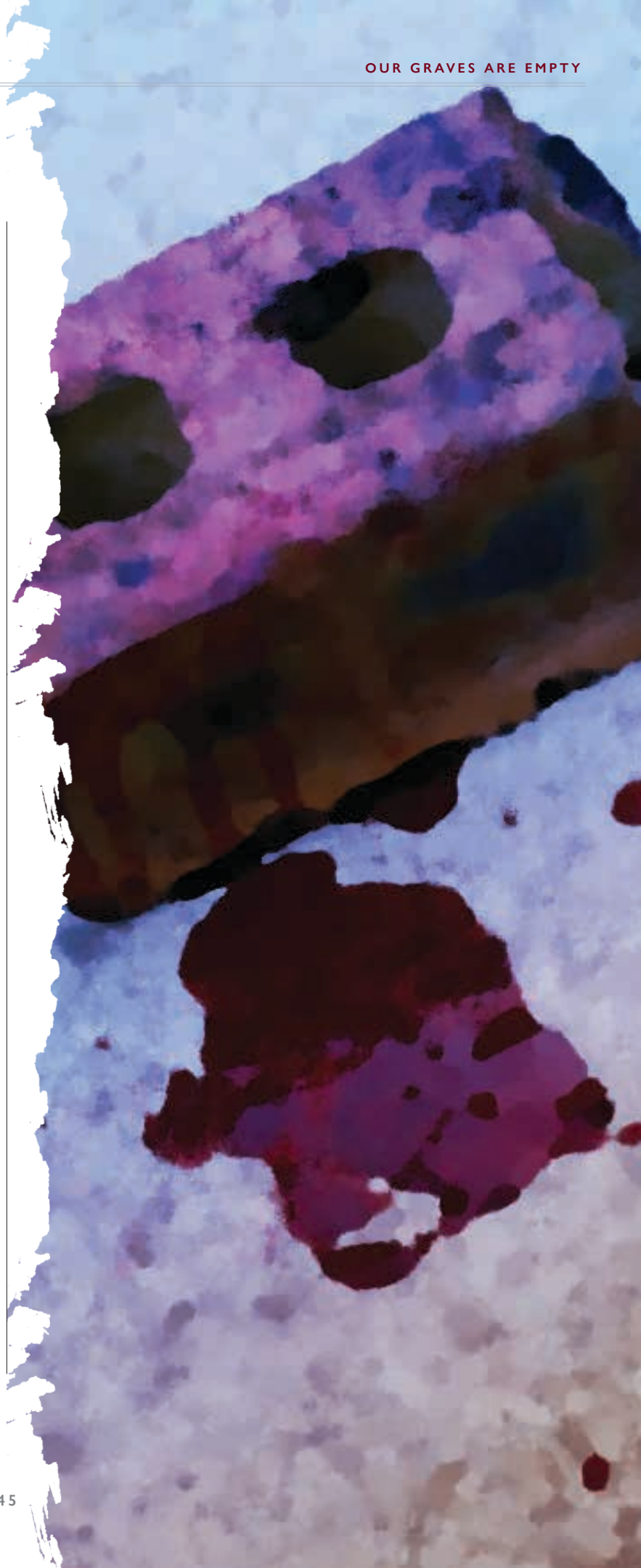
Your last class ran late and you were rushing back to your dorm when you saw them stalking you. You screamed and tried to run but they chased you down on the quad. You screamed but nobody came. You saw other students in the windows, just taking videos with their phones as you were dragged into a car.

Attributes: Phys (Str 2 Dex 3 Sta 2), Soc (Cha 1 Man 2 Com 3), Men (Wit 3 Int 4 Res 2)

Skills (Specialties): Animal Ken 1, Academics 3 (Research), Brawl 2, Awareness 3, Finance 1, Investigation 2, Occult 3, Persuasion 2, Science 1, Technology 4

Health: 5 **Willpower:** 5 **Humanity:** 7

Possessions: School ID, campus meal card, smashed smartphone



Pack Ritae

Pack Name

PACK TYPE:

Pack Traits

Arena:

Rove: *Grasp:* *Clout:*

Merits:

Flaws:

Scenario Tenets

- *Leave the past behind*
- *Freedom requires sacrifice*
- *Never deny the truth*

THE BLACK HAND

PLAYING THE SABBAT

NAME:

AMBITION: Keep your family safe

ANTITRIBU CLAN: Brujah

CONCEPT: Lost in the Cubicles

DESIRE: Test yourself in the face of fire

GENERATION: 13

CHRONICLE: Our Graves are Empty

PREDATOR TYPE: Absolver

PATH: Path of Death and the Soul

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●OO	Charisma	●●●●O	Intelligence	●●●OO
Dexterity	●OOOO	Manipulation	●●OOO	Wits	●●OOO
Stamina	●●OOO	Composure	●●●OO	Resolve	●●OOO

SKILLS

Athletics	●OOOO	Animal Ken	OOOOO	Academics	OOOOO
Brawl	●●OOO	Etiquette	OOOOO	Awareness	OOOOO
Craft	OOOOO	Insight	●●OOO	Finance Data Forensics	●●●OO
Drive	●OOOO	Intimidation	OOOOO	Investigation	OOOOO
Firearms	OOOOO	Leadership	OOOOO	Medicine	●OOOO
Larceny	OOOOO	Performance Piano	●●OOO	Occult	OOOOO
Melee	OOOOO	Persuasion Gaslighting	●●●●O	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge	●●●OO	Technology	●●●OO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Your Child) Never harm the innocent	Bane: Rage
Freedom Requires Sacrifice	(Vaulderie) Never fear death	Clan Comp: Rebellion
Never Deny the Truth		Path Comp: Necro-Curious

DISCIPLINES

Celerity	●OOOO		OOOOO
1 Rapid Reflexes		1	
2		2	
3		3	
4		4	
5		5	
Presence	●●●OO		OOOOO
1 Awe		1	
2 Predator's Lure 1RC		2	
3 Dread Gaze 1RC		3	
4		4	
5		5	
Dominate	●OOOO		OOOOO
1 Compel		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

□□□□□ ■■■■■ ■■■■■

WILLPOWER

□□□□□ ■■■■■ ■■■■■

HUMANITY

□□□□□ □■■■■

HUNGER

□□□□□

BLOOD POTENCY

● O O O O O O O O O O

Blood Surge: +2	Mend Amount: 1
Power Bonus: +0	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: None	Bane Severity: 2
RESONANCE	HUNTING: Wits + Persuasion

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

Haven	●OOOO
Herd	●●OOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

MERITS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

FLAWS

Dark Secret (mortal ties)	●●OOO
Death Wish	●OOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

HAVEN

No Haven? ☐ Haven Rating: OOOOO

	OOOOO
	OOOOO
	OOOOO
	OOOOO

EXPERIENCE

Total: _____

Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: You were working late and just packing up for the night when you heard a noise. You thought about ignoring it and just going home, but you decided to check it out. That's when they grabbed you. You tried to get back to the phone on your desk, but it was too late.

POSSESSIONS

Company key card, a bundle of old keys, $50 gift card to Target

NOTES

Death Wish flaw: Only draining a willing mortal can set your Hunger to zero

Dark Secret flaw: Your connections to the mortal world are forbidden in the Sabbat

Haven: A safe place to sleep

Herd: A reliable source of blood

THE BLACK HAND

PLAYING THE SABBAT

NAME:

CONCEPT: Abandoned at Home

CHRONICLE: Our Graves are Empty

AMBITION: Get rich or die trying

DESIRE: Humiliate an enemy

PREDATOR TYPE: Scavenger

ANTITRIBU CLAN: Banu Haqim

GENERATION: 13

PATH: Path of Caine

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●OOO	Charisma	●●OOO	Intelligence	●●●OO
Dexterity	●●OOO	Manipulation	●OOOO	Wits	●●●●O
Stamina	●●●OO	Composure	●●●OO	Resolve	●●●OO

SKILLS

Athletics	Digging ●OOOO	Animal Ken	●OOOO	Academics	OOOOO
Brawl	●●OOO	Etiquette	OOOOO	Awareness	●●●●O
Craft	OOOOO	Insight	OOOOO	Finance	OOOOO
Drive	●OOOO	Intimidation	OOOOO	Investigation	●●●OO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	●●●OO
Melee	OOOOO	Persuasion	●●OOO	Politics	Conspiracies ●●●OO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge	OOOOO	Technology	●●OOO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Your Lover) You deserve the best	Bane: Blood Addict
Freedom Requires Sacrifice	(Vaulderie) The strongest eat first	Clan Comp: Judgemental
Never Deny the Truth		Path Comp: Voracious

DISCIPLINES

Obfuscate	●OOOO	Fortitude	●OOOO
1 Silence of Death		1 Resilience	
2		2	
3		3	
4		4	
5		5	
Celerity	●●OOO		OOOOO
1 Rapid Reflexes		1	
2 Fleetness 1RC		2	
3		3	
4		4	
5		5	
Oblivion	●OOOO		OOOOO
1 Oblivion's Sight		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

□□□□□ □□■■■ ■■■■■

WILLPOWER

□□□□□ □■■■■ ■■■■■

HUMANITY

□□□□□ □■■■■

HUNGER

□□□□□

BLOOD POTENCY

● O O O O O O O O O O

Blood Surge: +2	Mend Amount: 1
Power Bonus: +0	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: None	Bane Severity: 2
RESONANCE	HUNTING: Stamina + Occult

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

MERITS

Feeding, Iron Gullet	●●●OO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

FLAWS

Bad Taste	●OOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

HAVEN

No Haven? ☐ Haven Rating: OOOOO

	OOOOO
	OOOOO
	OOOOO
	OOOOO

EXPERIENCE

Total: _____

Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: You weren't expecting anyone that night. You were home alone when the doorbell rang. You told yourself not to let them in. You told yourself to ignore the buzzer, but then you heard a gentle voice pleading for help on the other side of the door. The last thing you remember is turning the lock.

POSSESSIONS

A lighter, an empty wallet, a torn photograph of a young man, $10

NOTES

When you feed directly from a corpse or spirit, gain the Melancholy Resonance.

Bad Taste Flaw: Only draining a freshly exhumed corpse sets your Hunger to zero

Iron Gullet: You can drink old or bagged blood without issue

THE BLACK HAND

PLAYING THE SABBAT

NAME:

AMBITION: Forgive yourself

ANTITRIBU CLAN: Malkavian

CONCEPT: Found in a Car Park

DESIRE: Feed on elder blood

GENERATION: 13

CHRONICLE: Our Graves are Empty

PREDATOR TYPE: Ripper

PATH: Path of Power and the Inner Voice

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●OOO	Charisma	●●OOO	Intelligence	●●●●O
Dexterity	●●●OO	Manipulation	●●OOO	Wits	●●OOO
Stamina	●●●OO	Composure	●●●OO	Resolve	●OOOO

SKILLS

Athletics	OOOOO	Animal Ken Predator	●●OOO	Academics	OOOOO
Brawl	●●OOO	Etiquette	OOOOO	Awareness	●●●OO
Craft	OOOOO	Insight	OOOOO	Finance	OOOOO
Drive	●OOOO	Intimidation	●●●OO	Investigation	OOOOO
Firearms	OOOOO	Leadership	●OOOO	Medicine	OOOOO
Larceny Hotwire	●●●OO	Performance	OOOOO	Occult	OOOOO
Melee	OOOOO	Persuasion	OOOOO	Politics	OOOOO
Stealth	●OOOO	Streetwise	●●●OO	Science	OOOOO
Survival	OOOOO	Subterfuge	●●●●O	Technology	●●OOO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Your Sibling) You're only human	Bane: Deranged
Freedom Requires Sacrifice	(Vaulderie) Might makes right	Clan Comp: Delusion
Never Deny the Truth		Path Comp: Supremacy

DISCIPLINES

Auspex	●●OOO		OOOOO
1 Sense the Unseen		1	
2 Dreams of the Past 1RC		2	
3		3	
4		4	
5		5	
Obfuscate	●OOOO		OOOOO
1 Cloak of Shadows		1	
2 Unseen Passage 1RC		2	
3		3	
4		4	
5		5	
Protean	●OOOO		OOOOO
1 Blindsight		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

□□□□□ □■■■■ ■■■■■

WILLPOWER

□□□□■ ■■■■■ ■■■■■

HUMANITY

□□□□□ ■■■■■

HUNGER

□□□□□

BLOOD POTENCY

●●OOO OOOOO

Blood Surge: +2	Mend Amount: 2
Power Bonus: +1	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: 1/2 animals/bag	Bane Severity: 2
RESONANCE	HUNTING
	Wits + Animal Ken

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

MERITS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

FLAWS

Feeding, Organovore	●●OOO
Bestial Hunger	●OOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

HAVEN

No Haven? ☐ Haven Rating: OOOOO

	OOOOO
	OOOOO
	OOOOO
	OOOOO

EXPERIENCE

Total:

Spent:

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ **Apparent Age:** ____ **Date of Birth:** _____ **Date of Death:** _____

Appearance:

Distinguishing Features:

History: You saw them out of the corner of your eye. A leather clad gang right off the cover of a 90s album. You hustled to your parking spot, looking over your shoulder at every shadow. When you got to your car, they were waiting for you. Silent. Smiling.

POSSESSIONS

Car keys, an old receipt, empty can of pepper spray, $20

NOTES

Bestial Hunger Flaw: You can only set your Hunger to zero by consuming your victim's heart

You slake one extra Hunger when you hunt alone

Organovore: Only eating flesh slakes your Hunger

THE BLACK HAND

PLAYING THE SABBAT

NAME:

AMBITION: Find true love

ANTITRIBU CLAN: Ravnos

CONCEPT: Stranded by the Road

DESIRE: Let your Beast loose

GENERATION: 13

CHRONICLE: Our Graves are Empty

PREDATOR TYPE: Executioner

PATH: Path of Cathari

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●●O	Charisma	●●OOO	Intelligence	●●OOO
Dexterity	●OOOO	Manipulation	●OOOO	Wits	●●OOO
Stamina	●●●OO	Composure	●●●OO	Resolve	●●●OO

SKILLS

Athletics	●●●OO	Animal Ken	●●●OO	Academics	OOOOO
Brawl	●●●OO	Etiquette	OOOOO	Awareness	●●OOO
Craft Repair	●●OOO	Insight	OOOOO	Finance	OOOOO
Drive	●OOOO	Intimidation Threats	●●OOO	Investigation	OOOOO
Firearms	●OOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	OOOOO
Melee	OOOOO	Persuasion	OOOOO	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	OOOOO
Survival	●●●●O	Subterfuge	OOOOO	Technology	●OOOO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Your Partner) Give love a chance	Bane: Doomed
Freedom Requires Sacrifice	(Vaulderie) Rules are meant to broken	Clan Comp: Thrill Seeker
Never Deny the Truth		Path Comp: Exhibitionist

DISCIPLINES

Obfuscate	●●OOO	Potence	●OOOO
1 Cloak of Shadows		1 Lethal Body	
2 River of Dreams		2	
3		3	
4		4	
5		5	
Presence	●OOOO		OOOOO
1 Daunt		1	
2		2	
3		3	
4		4	
5		5	
Animalism	●OOOO		OOOOO
1 Thrill of the Hunt		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

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WILLPOWER

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HUMANITY

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HUNGER

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BLOOD POTENCY

● O O O O O O O O O O

Blood Surge: +2	Mend Amount: 1
Power Bonus: +0	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: None	Bane Severity: 2
RESONANCE	HUNTING: Wits + Intimidation

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

Contacts (Criminals) ●●●OO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS

Dark Secret (mortal ties) ●●OOO
Death Sentence ●OOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

HAVEN

_____

No Haven? ☐ Haven Rating: OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

EXPERIENCE

Total: _____
Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age:____ Apparent Age:____ Date of Birth:_____ Date of Death:_____

Appearance:

Distinguishing Features:

History: It was just after sunset when you pulled over to the side of the road. Their truck was broken down and you thought they needed help. Then their faces changed and you had to run for it. You tried to fend them off, but you were no match for their fangs and claws.

POSSESSIONS

Snapped tire iron, car keys, broken flip phone

NOTES

Death Sentence Flaw: Only draining a murderer can set your Hunger to zero
Dark Secret flaw: Your connections to the mortal world are forbidden in the Sabbat
Contacts: You can get information or gear from trusted mortals

THE BLACK HAND

PLAYING THE SABBAT

NAME:

AMBITION: Pay it forward and make a difference

ANTITRIBU CLAN: Tremere

CONCEPT: Drowning at the Bar

DESIRE: Terrify a mortal into submission

GENERATION: 13

CHRONICLE: Our Graves are Empty

PREDATOR TYPE: Masochist

PATH: Path of Lilith

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●●OO	Charisma	●●OOO	Intelligence	●●OOO
Dexterity	●●OOO	Manipulation	●●OOO	Wits	●●●OO
Stamina	●●●●O	Composure	●●●OO	Resolve	●OOOO

SKILLS

Athletics	OOOOO	Animal Ken	OOOOO	Academics	●OOOO
Brawl	●●●OO	Etiquette	OOOOO	Awareness	●●OOO
Craft	OOOOO	Insight Empathy	●●●OO	Finance	OOOOO
Drive	OOOOO	Intimidation	OOOOO	Investigation	●●●OO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult	OOOOO
Melee	●●OOO	Persuasion	●OOOO	Politics	OOOOO
Stealth	●OOOO	Streetwise	OOOOO	Science	OOOOO
Survival	OOOOO	Subterfuge Threats	●●●●O	Technology	●●OOO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Your Neighbor) We live in a society	Bane: Weak Bonds
Freedom Requires Sacrifice	(Vaulderie) Pain is the greatest teacher	Clan Comp: Perfectionism
Never Deny the Truth		Path Comp: Pain Seeker

DISCIPLINES

Auspex	●●OOO		OOOOO
1 Heightened Senses		1	
2 Premonition 1RC		2	
3		3	
4		4	
5		5	
Blood Sorcery	●●OOO		OOOOO
1 Chains of Morpheus		1	
2 Breath of the Lotus Eaters 1RC		2	
3		3	
4		4	
5		5	
Fortitude	●OOOO		OOOOO
1 Resilience		1	
2		2	
3		3	
4		4	
5		5	

HEALTH

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WILLPOWER

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HUMANITY

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HUNGER

□□□□□

BLOOD POTENCY

● O O O O O O O O O O

Blood Surge: +2	Mend Amount: 1
Power Bonus: +0	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: None	Bane Severity: 2
RESONANCE	HUNTING: Resolve + Subterfuge

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

Herd	●●OOO
Mask	●●OOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

MERITS

	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

FLAWS

Dark Secret (mortal ties)	●●OOO
Death Wish	●OOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO
	OOOOO

HAVEN

No Haven? ☐ Haven Rating: OOOOO

	OOOOO
	OOOOO
	OOOOO
	OOOOO

EXPERIENCE

Total: _____

Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance:

Distinguishing Features:

History: You were always the last to leave the club, but that night you had some company. A rough looking and generous barfly. You were just heading to a late night party with some of their friends when things got weird. You knew they were going to kill. You didn't know they were going to bring you back.

POSSESSIONS

Matchbook with a number written on it, uncharged smartphone, out of state driver's license, $20 in singles

NOTES

Death With flaw: Only draining a willing mortal can set your Hunger to zero

Dark Secret flaw: Your connections to the mortal world are forbidden in the Sabbat

Herd: A reliable source of blood

Mask: A false mortal identity

THE BLACK HAND

PLAYING THE SABBAT

NAME:

AMBITION: Gain power over others

ANTITRIBU CLAN: Tzimisce

CONCEPT: A Scholar far from Home

DESIRE: Impress your Pack

GENERATION: 13th

CHRONICLE: Our Graves are Empty

PREDATOR TYPE: Reclaimer

PATH: Path of Cathari

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	●●OOO	Charisma	●●●OO	Intelligence	●●●●O
Dexterity	●●●OO	Manipulation	●OOOO	Wits	●●OOO
Stamina	●●OOO	Composure	●●●OO	Resolve	●●OOO

SKILLS

Athletics	OOOOO	Animal Ken	●OOOO	Academics Researchh	●●●OO
Brawl	●●OOO	Etiquette	OOOOO	Awareness	●●●OO
Craft	OOOOO	Insight	OOOOO	Finance	●OOOO
Drive	OOOOO	Intimidation	OOOOO	Investigation	●●OOO
Firearms	OOOOO	Leadership	OOOOO	Medicine	OOOOO
Larceny	OOOOO	Performance	OOOOO	Occult Vampires	●●●OO
Melee	OOOOO	Persuasion	●●OOO	Politics	OOOOO
Stealth	OOOOO	Streetwise	OOOOO	Science	●OOOO
Survival	OOOOO	Subterfuge	OOOOO	Technology	●●●●O

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION
Leave the Past Behind	(Parent) Never Risk Yourself	Bane: Grounded
Freedom Requires Sacrifice	(Vaulderie) You Can't Change Fate	Clan Comp: Covetousness
Never Deny the Truth		Path Comp: Exhibitionist

DISCIPLINES

Blood Sorcery	●OOOO		OOOOO
1 Corrosive Vitae 1RC		1	
2		2	
3		3	
4		4	
5		5	
Dominate	●OOOO		OOOOO
1 Cloud Memory		1	
2		2	
3		3	
4		4	
5		5	
Protean	●●●OO		OOOOO
1 Trophy Hunter		1	
2 Flense 1RC		2	
3 Whispers to the Flesh 1RC		3	
4		4	
5		5	

HEALTH

□□□□□ ■■■■■ ■■■■■

WILLPOWER

□□□□□ ■■■■■ ■■■■■

HUMANITY

□□□□□ ■■■■■

HUNGER

□□□□□

BLOOD POTENCY

●● O O O O O O O O

Blood Surge: +2	Mend Amount: 2
Power Bonus: +1	Rouse Re-Roll: Level 1 Powers
Feeding Penalty: 1/2 animals & bags	Bane Severity: 2
RESONANCE	HUNTING
	Strength + Occult

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS

Sweet Tooth ●●OOO
Mythic, Stigmata ●OOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

HAVEN

_____

No Haven? ☐ Haven Rating: OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

EXPERIENCE

Total: _____
Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: Your last class ran late and you were rushing back to your dorm when you saw them stalking you. You screamed and tried to run but they chased you down on the quad. You screamed but nobody came. You saw other students in the windows, just taking videos with their phones as you were dragged into a car.

POSSESSIONS

School ID, campus meal card, smashed smart phone

NOTES

Reclaimer: Gain two extra dice when rolling to commit Diablerie
Sweet Tooth Flaw: Only diablerie can set your Hunger to zero
Stigmata Flaw: At Hunger 4+ you begin to bleed from your wrists and forehead

THE BLACK HAND

PLAYING THE SABBAT

NAME: AMBITION: ANTITRIBU CLAN:

CONCEPT: DESIRE: GENERATION:

CHRONICLE: PREDATOR TYPE: PATH:

ATTRIBUTES

PHYSICAL		SOCIAL		MENTAL	
Strength	OOOOO	Charisma	OOOOO	Intelligence	OOOOO
Dexterity	OOOOO	Manipulation	OOOOO	Wits	OOOOO
Stamina	OOOOO	Composure	OOOOO	Resolve	OOOOO

SKILLS

Athletics OOOOO	Animal Ken OOOOO	Academics OOOOO
Brawl OOOOO	Etiquette OOOOO	Awareness OOOOO
Craft OOOOO	Insight OOOOO	Finance OOOOO
Drive OOOOO	Intimidation OOOOO	Investigation OOOOO
Firearms OOOOO	Leadership OOOOO	Medicine OOOOO
Larceny OOOOO	Performance OOOOO	Occult OOOOO
Melee OOOOO	Persuasion OOOOO	Politics OOOOO
Stealth OOOOO	Streetwise OOOOO	Science OOOOO
Survival OOOOO	Subterfuge OOOOO	Technology OOOOO

CHRONICLE TENETS	TOUCHSTONES & CONVICTIONS	BANE & PATH COMPULSION

DISCIPLINES

_____ OOOOO	_____ OOOOO
1	1
2	2
3	3
4	4
5	5
_____ OOOOO	_____ OOOOO
1	1
2	2
3	3
4	4
5	5
_____ OOOOO	_____ OOOOO
1	1
2	2
3	3
4	4
5	5

HEALTH

□□□□□ □□□□□ □□□□□

WILLPOWER

□□□□□ □□□□□ □□□□□

HUMANITY

□□□□□ □□□□□

HUNGER

□□□□□

BLOOD POTENCY

O O O O O O O O O O

Blood Surge: _____ Mend Amount: _____

Power Bonus: _____ Rouse Re-Roll: _____

Feeding Penalty: _____ Bane Severity: _____

RESONANCE _____ HUNTING _____

THE BLACK HAND

PLAYING THE SABBAT

ADVANTAGES

BACKGROUNDS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

MERITS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

FLAWS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

HAVEN

_____

No Haven? ☐ Haven Rating: OOOOO

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

EXPERIENCE

Total: _____

Spent: _____

WEAPONS

WEAPON	DAMAGE

BIOGRAPHY

True Age: ____ Apparent Age: ____ Date of Birth: _____ Date of Death: _____

Appearance: _____

Distinguishing Features: _____

History: _____

POSSESSIONS

NOTES

SAFE PLAY WORKSHEET

[THE BLACK HAND]

LINES

- ❑ Animal cruelty
- ❑ Bestiality
- ❑ Bodily functions
- ❑ Body mutilation
- ❑ Child death
- ❑ Force feeding
- ❑ Gender-specific slurs / TERFs
- ❑ Imprisonment
- ❑ Nazis / Fascists
- ❑ Needles
- ❑ Pandemics
- ❑ Racial slurs
- ❑ Sexual violence
- ❑ Spiders
- ❑ Starvation
- ❑ Torture
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (

VEILS

- ❑ Animal death
- ❑ Animal experimentation
- ❑ Body horror
- ❑ Child endangerment
- ❑ Childhood memories
- ❑ Consensual Sex
- ❑ Disturbing visions
- ❑ Dreams or nightmares
- ❑ Emotional abuse
- ❑ Human experimentation
- ❑ Mental instability
- ❑ Physical abuse
- ❑ Physical illness
- ❑ Police brutality
- ❑ Religious cults
- ❑ Torture
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (

OUR GRAVES ARE EMPTY

THE X CARD

OUR GRAVES ARE EMPTY

THE FADE CARD

SAFE PLAY WORKSHEET

[THE BLACK HAND]

LINES

- ❑ Animal cruelty
- ❑ Bestiality
- ❑ Bodily functions
- ❑ Body mutilation
- ❑ Child death
- ❑ Force feeding
- ❑ Gender-specific slurs / TERFs
- ❑ Imprisonment
- ❑ Nazis / Fascists
- ❑ Needles
- ❑ Pandemics
- ❑ Racial slurs
- ❑ Sexual violence
- ❑ Spiders
- ❑ Starvation
- ❑ Torture
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (
- ❑ Other (

VEILS

- ❑ Animal death
- ❑ Animal experimentation
- ❑ Body horror
- ❑ Child endangerment
- ❑ Childhood memories
- ❑ Consensual Sex
- ❑ Disturbing visions
- ❑ Dreams or nightmares
- ❑ Emotional abuse
- ❑ Human experimentation
- ❑ Mental instability
- ❑ Physical abuse
- ❑ Physical illness
- ❑ Police brutality
- ❑ Religious cults
- ❑ Torture
- ❑ Other (
- ❑ Other (
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- ❑ Other (

GRAVEYARD SHIFT

The graveyard shift is an informal cult of mortals, vampires, and wraiths that harness the power of places of death. While they see themselves as guardians of these haunts, they still exploit them as they see fit. Most of their vampiric members belong to the Hecata, Lasombra. or Ravnos clans. While the cult is not fully aware of vampire sects, they prefer Cainites that claim to be independent. Though bad run-ins with the Ivory Tower have made Camarilla vampires absolutely unwelcome in their ranks. A few vampires claiming allegiance to the Sabbat and Anarchs have found a place among them. The Nightmare Covens have a loose alliance with these cemetery haunters to keep tabs on those performing the Creation Rites in their rove.

LORE

● **Cemetery Folk:** Gain Contacts 2 (Graveyard People) and Haven 1 (A mausoleum with the Haunted Flaw).

●● **Shadow Proof:** When your blood has the Empty or Melancholy Resonance, any hostile Oblivion powers or ceremonies targeting you have their Difficulty increased by +2, as do any Wraith or Specter powers. You also gain Status 1 with the (Graveyard Shift).

●●● **Grave Blood:** You can purchase and learn Obfuscate as if it was an in-clan Discipline. Additionally, you can buy Oblivion powers and Amalgams as if they were Obfuscate powers instead. This ability doesn't allow you to learn or use Oblivion Ceremonies. The cult often refers to this ability as Obtenebration. Lasombra who take this ability can replace all of their levels in Oblivion with Obfuscate and are refunded any experience they spent on Ceremonies.

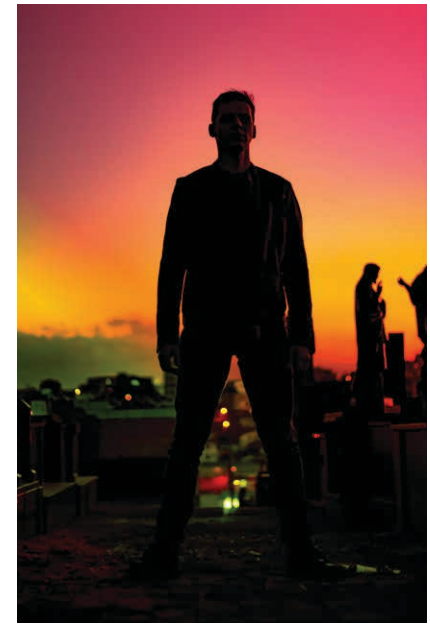
●●●● **Funerary Friendship:** You have a four dot supernatural Ally: a wraith, specter, or perhaps something even weirder. Once per story, the creature comes to your aid within one to ten hours of being called. In return your Ally may call upon you to help with its own problems. Some Noddists believe these alliances are forbidden and you may have to defend your relationship from such zealots.

●●●●● **Grave Sight:** You can see in mundane and supernatural darkness without penalty. Also whenever you're in a graveyard or similar place of the dead, you gain the ability to see and communicate with the spirits of the dead. Once per Story you can physically interact with ghosts and retrieve lost or destroyed objects from the shadowlands. This could allow you to wrestle a Wraith with your bare hands or bring a destroyed item back from the other side. These objects are usually very fragile and partially incomplete, but the ST is the final judge on the condition of such retrieved ghost items. Also gain +1 Status (Hecata) and (Graveyard Shift).

THE NIGHTMARE COVENS

[SCENARIO]

A group of Sabbat covens led by Suha, a Cathari Bishop and Ravnos Antitribu. The Nightmare Covens are semi-nomadic but put down roots where they must aid Sabbat Cainites that are travelling to, or returning from, the Gehenna War. Despite their commitment to the Sabbat, the Covens have close ties to sympathetic Ravnos among the Ashirra and Anarchs. They make use of them as couriers and informants. Suha herself was a well respected member of the Clan of Nightmares and joined the Sabbat after defecting from a prominent Ashirra family. The Covens take their name from the many Ravnos in their ranks and their penchant for using Blood Sorcery and Chimerstry to communicate through dreams. The covens are loosely aligned with the Graveyard Shift.



LORE

● **Dream Messenger:** You gain 1 Status (Nightmare Covens) and you can send and receive short messages through your dreams during your day sleep to anyone else with Status in the Nightmare Covens. The range of this ability is technically unlimited, but certain mystical or esoteric factors may block it at the Storyteller's discretion.

●● **Strained Truce:** Wherever the Ashirra or Ravnos hold sway you can call upon the authority of the Nightmare Covens for safe passage as long as you do not linger or harm anyone under their protection. If the terms of this safe passage are ever broken, this ability ceases to function and you gain the Suspect flaw for the aggrieved party until you make amends. This can lead to complicated situations where the Camarilla and Ashirra both hold Domain.

●●● **Favored (Ravnos or Sabbat Only):** Gain 1 Status (Nightmare Covens) and Allies 3 (Nightmare Covens).

●●●● **Nightmare Blood (Ravnos or Sabbat Only):** Your clan Bane permanently changes to Nightmares and your old Bane fades away. Though your clan Compulsion remains the same. While in your day sleep you suffer horrific visions and dreamscapes, usually snippets of nightmares inadvertently stolen from victims you've recently fed upon. Whenever a failed awakening Rouse check increases your Hunger to 2 or higher you suffer a penalty to all Mental and Social rolls equal to your Bane Severity for the rest of the night. This penalty can be removed by reducing your Hunger to 1 or lower. As a side effect of this deep connection to nightmares you can also unfailingly sense and track mortals who've recently suffered from nightmares or dream magic, and can even identify the source if you taste their blood. You slake 1 extra Hunger when feeding on a mortal suffering from a nightmare or extreme fear. Hunger cannot be reduced to 0 by this bonus unless the mortal dies from the feeding and other flaws that prevent Hunger from reaching 0 still apply.

●●●●● **The Bishop's Favor (Ravnos or Sabbat Only):** You can take Bishop Suha as a five dot Mawla or split six dots among Allies, Contacts, or Resources. These backgrounds should focus on smuggling vampires and contraband past mortal authorities. Also, if you're Sabbat and have at least one dot in Status (Nightmare Covens), you grant a +1 bonus to the Grasp Arena trait of your Pack.

Our Graves are Empty

A tangle of limbs, clawing through each other,
and the dirt pressing down on us,
writhing to break the soil over our heads...

- An introductory Scenario for Sabbat players in V5
- New Loresheets, Antagonists, and Obtenebration
- Quick start Sabbat Pack generator

A SABBAT SCENARIO FOR

THE BLACK HAND

PLAYING THE SABBAT

WORLD OF DARKNESS

R 18+

Mature Advisory: contains graphic and written content of a mature nature, including violence, sexual themes, and strong language. Reader discretion is advised.

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